

PRIMA'S OFFICIAL STRATEGY GUIDE

Joe Minton

MAJESTY

The Fantasy Kingdom Sim

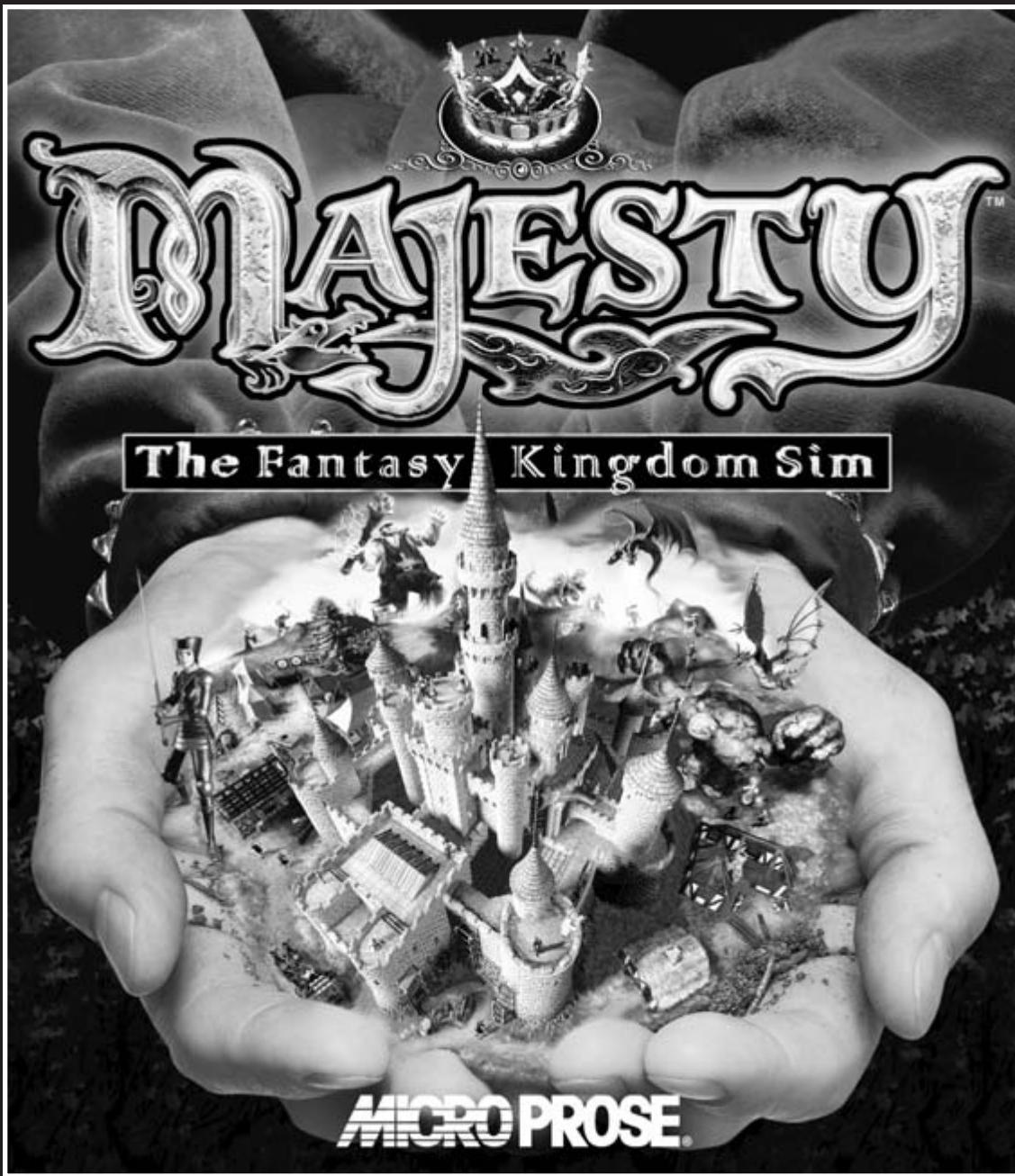


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Prima Games

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WELCOME TO ARDANIA

This guide has been painstakingly recorded for your use, My Liege.

- The History of Ardania contains valuable and interesting insights into the world in which we live.
- The Royal Advice chapter provides general thoughts on successfully managing your kingdom.
- For greater specifics, you can use The Kingdom chapter as a reference guide to everything known about the world.
- Learn more about Epic Quests and Free Style Quests, in the Quests chapter.
- Finally, Behind the Scenes provides interesting information on the world's inner workings, as well as charts for your reference.

ROYAL
TiP



I strongly suggest that you avoid reading the Quests chapter until you have undertaken these quests and either need assistance or are looking to learn more about them. There are many surprises in Ardania and it may be more enjoyable to discover them on your own.



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CONTENTS

CHAPTER I: THE HISTORY OF ARDANIA I

The Emergence of Humanity	3
Rise of the City States (K.A. 1–500)	4
Age of the Sydrian Knights (K.A. 500–600)	6
Founding of the New Gods (K.A. 600–900)	10
Period of Unification (K.A. 900–1100)	12
Making of Kingdoms (K.A. 1100–1450)	14
Return of Evil (K.A. 1450–Present)	16



CHAPTER 2: ROYAL ADVICE I7

Your Buildings	18
Your Heroes	20
Your Building Spells and Skills	21
Your Economy	22
Placing Your Reward Flags	23
Facing Other Kingdoms	24





CHAPTER 3: THE KINGDOM 27



Buildings	28
Building Key	28
Ballista Tower	29
Blacksmith	30
Dwarven Settlement	31
Elven Bungalow	32
Elven Lounge	32
Fairgrounds	33
Fountain	34
Gambling Hall	35
Gazebo	36
Gnome Hovel	37
Guardhouse	38
Housing	39
Inn	40
Library	41
Marketplace	42
Palace	43
Rangers Guild	44
Rogues Guild	45
Royal Gardens	46
Statue	47
Temple to Agrela	47
Temple to Dauros	48
Temple to Fervus	49
Temple to Helia	50
Temple to Krolm	51
Temple to Krypta	51
Temple to Lunord	52
Trading Post	53



Warriors Guild	54
Wizards Guild	54
Wizards Tower	56
Building Spells	57
Building Spells Key	57
Animate Bones	58
Anti-Magic Shield	58
Blessing	59
Farseeing	59
Fire Strike	60
Healing	60
Illusionary Hero	61
Invisibility	61
Lightning Bolt	62
Lightning Storm	62
Petrify	63
Re-Animate	63
Resurrection	64
Stone Skin	64
Sun Scorch	65
Super Charge	65
Vigilance	66
Vines	66
Wind Storm	67
Winged Feet	67
Wither	68
Building Skills	68
Building Skills Key	68
Call to Arms	69
Enchant Wizards Tower	69
Extortion	70
Market Day	70
Move Camp	71
Rage of Krolm	71
Heroes	72
Hero Key	72
Attribute Descriptions	73
Adept	75
Barbarian	76
Cultist	78
Dwarf	80
Elf	82
Gnome	84



Healer	85
Monk	87
Paladin	89
Priestess	90
Ranger	92
Rogue	94
Solarus	95
Warrior	97
Warrior of Discord	99
Wizard	100
Hero Spells	102
Hero Spells Key	102
Animate Skeleton	103
Aura of Peace	103
Camouflage	103
Change Shape	104
Charm Monster	104
Control Undead	104
Drain Life	105
Energy Blast	105
Fire Ball	105
Fire Blast	105
Fire Shield	106
Flame Shield	106
Hands of Steel	106
Heal	106
Iron Will	107
Meditation	107
Meteor Storm	107
Power Shock	107
Resist Magic	108
Shield of Light	108
Stone Skin	108
Sun Scorch	108
Teleport	109
Teleport (Short)	109
Hero Special Abilities	109
Attack Multiple Foes	109
Building	109
Critical Hit	110
Entertaining	110
Harvesting	110
Immunity to Poison	110



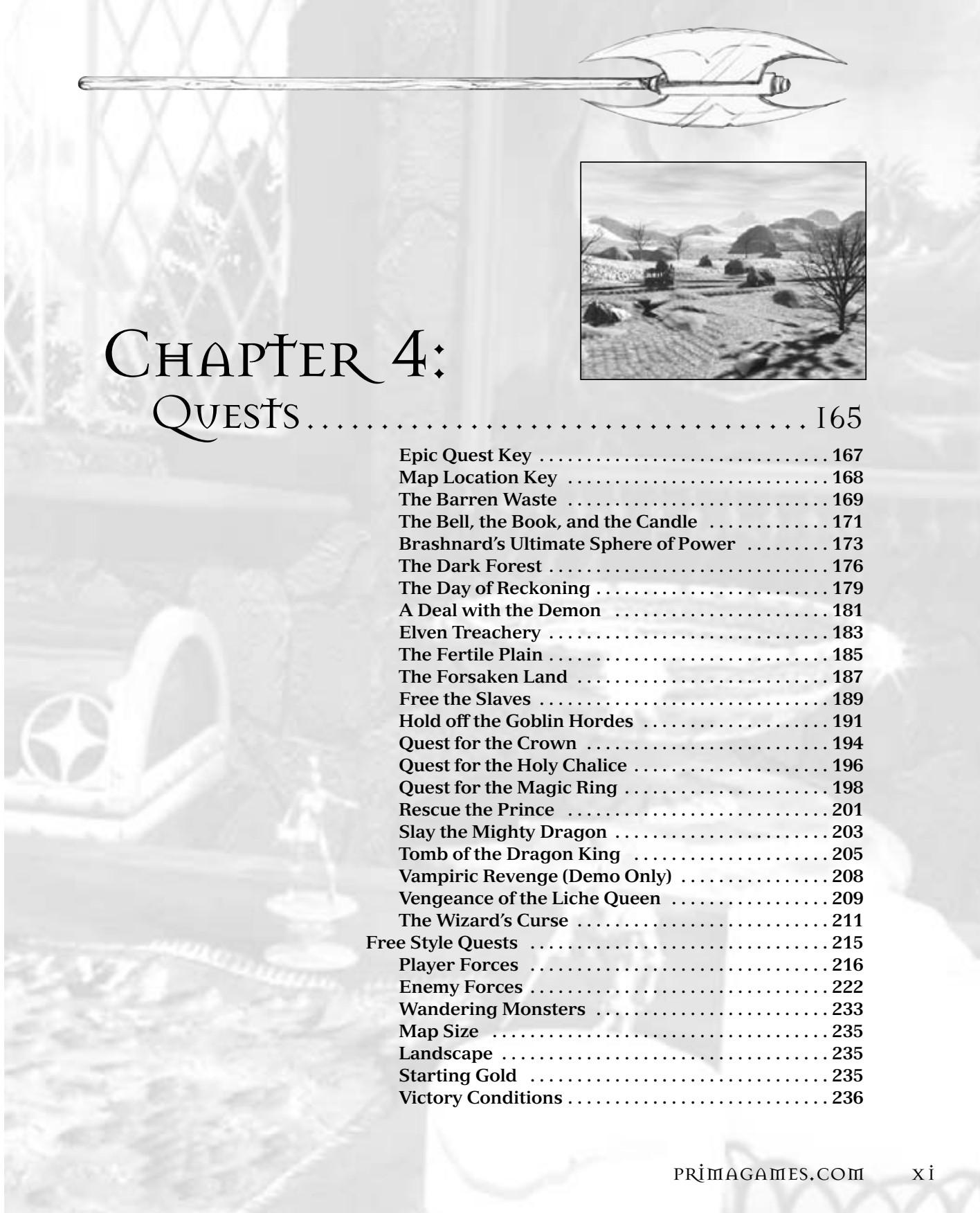
Journeying to Distant Lands	110
Looting Gravestones	110
Planting	111
Rebirth	111
Spell Casting	111
Stealing	111
Magic Items	111
Amulet of Teleportation	111
Crown of Sydrian	112
Eternal Candle	112
Healing Potion	112
Holy Book	112
Holy Chalice	112
Magic Bell	112
Magic Ring	113
Magic Sword of Sydrian	113
Ring of Protection	113
Shard of Burning	113
Shard of Combustion	113
Shard of Detonation	113
Shard of Displacement	114
Shard of Haste	114
Shard of Health	114
Shard of Transfixion	114
Spell Book	114
Henchmen	114
Henchmen Key	115
Caravan	115
City Guard	116
Palace Guard	117
Peasant (Female and Male)	118
Tax Collector	119
Veteran Guard	120
Monster Lairs	121
Lair Key	121
Abandoned Castle	122
Ancient Castle	122
Brashnard's Sphere Site	122
Creature Den	123
Crown Site	123
Dark Castle	124
Dragon Lair	124
Dragon Tomb	124



Elven Hideout	125
Evil Castle	125
Goblin Camp	125
Goblin Hovel	126
Graveyard	126
Hidden Chalice Site	126
Hidden Ring Site	127
Hidden Sword Site	127
Liche Queen Lair	127
Ruined Altar	128
Ruined Keep	128
Ruined Shrine	128
Sewer	129
Slave Cross	129
Slave Pits	129
Tower Prison	130
Witch King Tower	130
Monsters	130
Monster Key	131
Daemonwood	131
Dragon	132
Dryad	133
Evil Oculus	134
Flowering Strangleweed	135
Giant Rat	136
Giant Spider	136
Goblin	137
Goblin Archer	138
Goblin Champion	139
Goblin Priest	139
Harpy	140
Hell Bear	141
Hooligan (Spell Caster)	142
Medusa	143
Minotaur	143
Ratman	144
Rock Golem	145
Roc	146
Rust Spitter	147
Skeleton	148
Troll	149
Vampire	150
Varg	151



Werewolf	151
Zombie	152
Unique Monsters	153
Black Phantom	153
Dirgo the Cyclops	154
Liche Queen	155
Rrongol the Hunter	156
Url Shekk	157
Vendral	158
Witch King	159
Monster Spells	160
Monster Spell Key	160
Acid Bolt	160
Electrical Fury	161
Exploding Aura	161
Force	161
Inferno	161
Insect Swarm	161
Level Leach	161
Life Leach	162
Magic Mirror	162
Paralytic Gaze	162
Radiate Energy	162
Summon Skeleton	162
Summon Spider	163
Teleport	163
Vortex	163
Monster Special Abilities	163
Attack Multiple Foes	163
Concealment	163
Immunity to Poison	164
Poisoned Weapon	164
Regeneration	164
Relentless	164
Resist Critical Hit	164
Spell Casting	164



CHAPTER 4: QUESTS..... 165



Epic Quest Key	167
Map Location Key	168
The Barren Waste	169
The Bell, the Book, and the Candle	171
Brashnard's Ultimate Sphere of Power	173
The Dark Forest	176
The Day of Reckoning	179
A Deal with the Demon	181
Elven Treachery	183
The Fertile Plain	185
The Forsaken Land	187
Free the Slaves	189
Hold off the Goblin Hordes	191
Quest for the Crown	194
Quest for the Holy Chalice	196
Quest for the Magic Ring	198
Rescue the Prince	201
Slay the Mighty Dragon	203
Tomb of the Dragon King	205
Vampiric Revenge (Demo Only)	208
Vengeance of the Liche Queen	209
The Wizard's Curse	211
Free Style Quests	215
Player Forces	216
Enemy Forces	222
Wandering Monsters	233
Map Size	235
Landscape	235
Starting Gold	235
Victory Conditions	236



CHAPTER 5:

BEHIND THE SCENES 237



Hero Behavior	238
List of Behaviors	238
Monster Behavior	240
Animal	240
Bomber	240
Guardian	240
Item Hunter	241
Looter	241
Patroller	241
Hero Hunter	241
Raider	241
Robber	241
Sleeper Raider and Sleeper Robber	242
Wanderer	242
War Party	242
Combat System	242
Chance to Hit	242
Initial Damage Calculation	243
Damage Stopped	243
Experience and Levels	243
Increasing Level	244
Experience Point List	244
Charts	246
Building Chart	246
Hero Chart	248
Monster Chart	250
Building Spell Chart	252
Cheat Codes	253

CHAPTER 6:	
STRATEGY GUIDE	
DEVELOPER CREDITS.....	254
INDEX.....	256





JOE MINTON

CEO OF CYBERLORE STUDIOS, INC. & AUTHOR OF
Majesty: The Fantasy Kingdom Sim: Prima's Official Strategy Guide

Tell us a bit about Cyberlore, the company behind *Majesty*.

Cyberlore is a game developer based in Northampton, Massachusetts. We have been around for 7½ years, which as most folks know is a long time for an independent developer in this tumultuous industry. We handle all of the programming, art, design, and sound work for our games.

Our first title was an official AD&D role playing game for SSI called *Al-Qadim: The Genie's Curse*. It brought the action RPG game commonly seen on console systems over to the PC and did quite well. Next came another RPG for SSI, *Entomorph: Plague of the Darkfall*, set in their short-lived World of Aden. It had the same action RPG flair as *Genie* and was a lot of fun.

We then created a couple expansion sets during a time of growth for us. These had quick product cycles that gave experience to some of our newer employees. The first expansion most gamers know well, *WarCraft II: Beyond the Dark Portal*. It earned a number of great accolades in the industry. The second expansion was *Heroes of Might and Magic II: The Price of Loyalty*. Between these two titles, we were #1 on CGW's Computer Gaming Poll for three straight years!

Our next published title was *Deadlock II: Shrine Wars*, a turn-based strategy game for Accolade. The game was a lot of fun but it didn't do all that well in the marketplace. During this time we were rebuilding our game engine, which is what powers *Majesty*.

We also had our share of projects that have not seen the light of day. When you see the industry news of publishers buying other publishers, going out of business, and radically changing their focus—behind that are a bunch of companies like Cyberlore who lose contracts based on issues far removed from how good a game is being created. We've always been able to stay afloat, though, due to our great staff, our hard work, and exciting projects like *Majesty*.



What is your role in the company?

I'm the CEO—I oversee day to day operations and act as an executive producer on our projects. Cyberlore is full of great folks to work with, most whom have been here for a long time, which makes my job a pleasure.

Majesty is an extremely original design, how did it come about?

One of our designers, an extremely talented guy named Jim DuBois, came up with the original concept. He desired to create a game which was more believable and immersive than most. To this end he wanted the game to have characters who acted of their own accord, by their own sets of values. The world is more believable if you are not in control of everything, and also presents a whole set of different types of strategies than those commonly used in real time strategy games.

Majesty was born from this kernel, and while it has been refined throughout development, it is remarkably similar to its original design document created over three years ago.

With the large budgets required to make a competitive game these days, not many publishers are willing to place bets on unproven gameplay concepts. We found many folks at publishers who were very interested in the game, but who could not get final approval to fund development. We had many comments like, "Why not keep the same concept but allow the player to control the heroes." If you have played the game, this statement should give you a good laugh.

The game was signed by Ripcord, then a division of Panasonic, a couple years ago. Since that time, and due to this unstable industry, a publisher shift was made to Hasbro. Hasbro was interested in having us spend a bit more time on the game and to make it even better—which was great with us. After all this time it is very exciting to see the game coming to market. It has taken the valiant effort of a lot of folks to both create the game, and to convince the industry that it is a good thing that *Majesty* is not a clone.

What are some of the best aspects of single player play?

There is a great moment, maybe 5 or 10 minutes into playing the first time, when most players "get it." You suddenly stop trying to control your guys like in a war game, and you realize the freedom—and challenge that this provides. One reviewer called *Majesty* the most fun that he's ever had yelling at his computer. This is a huge compliment—and it is indicative of him being sucked into the game. He really cared about what was going on. When you have



exact control over your units, you do not usually have this experience. Everyone that I've watched play the game gets attached in this way.

Another great aspect of the game is in its replayability. This term is tossed about the industry a lot, but from watching people play—and hearing how many times people were playing the simple demo—I know that *Majesty* has it. In a real time strategy game, when you finish the level, there is no real reason to go back and tackle it again. Many players stop playing an RTS campaign when they reach a hard mission that they cannot beat.

In *Majesty*, you can play the quests in whatever order you want, and each time you play an individual one, the experience is very different. There are some quests that can really surprise you, being fairly easy one time and quite hard the next. Also, the quests were created to support different styles of play. We expect folks to latch on to certain quests that are their favorite, and then try to beat them in different ways.

At its heart, *Majesty* is a toy. You can pick it up and play with it in many different ways. With the myriad of strategies available to you, the game does not 'dry up.' It was clear that gamers realized this from posts on our forum regarding the demo. Some people discovered how to beat the demo without hiring any heroes, for example. People at Cyberlore have been playing *Majesty* for over a year, and still folks are here after work playing it on their own time.

How about multiplayer?

The same type of mental shift that is needed in single player is also needed in multi-player. All of the strategies that you utilize and hone in single player are not necessarily effective in multiplayer—it is a whole new game to explore and learn. You can play it like a head on head war game, but then you will miss the tremendous depth that it offers.

If you are playing competitively, *Majesty* is a game of sneakiness and hilarious dirty tricks. The single player game was created to allow you to do wacky things, like resurrecting a monster. This freedom gives competitive multiplayer a twisted edge. For example, instead of attacking your opponent yourself, why not heal, turn invisible, and resurrect the Rock Golems that are pounding their buildings into rubble. While you are at it, blast away their Tax Collector to keep their funds from making it back to the Palace.

Cooperative multiplayer *Majesty* is a fantastic experience. There are some really tough monster forces that you can pitch you and your friends against. *Majesty* was created to allow kingdoms to work together well. Heroes use buildings in each other's kingdoms, and even fight together. The feeling of



“win together or lose together” works for a lot of folks who would rather not be at each other’s throats—or who just want a break from it.

What were some of the major hurdles in the project?

The major one was convincing everyone, internally and externally, that a game with indirect control could be a lot of fun and could give great excitement. The further we got in development, the less of a hurdle this became because people “got it.”

The next biggest hurdle, which Hasbro and Cyberlore are currently overcoming, is making sure that everyone finds out about this game. The fact that our gamer fans are writing and telling us that their non-gamer significant others are also hooked on the game is great news—and we need to make sure that the message gets out there. *Majesty* is a rare game that should satisfy both the hardcore folks and the casual players.

What *Majesty* resources are there on the Internet?

The official *Majesty* website is hosted by Cyberlore, and is at www.Majestyquest.com. Cyberlore’s site is www.cyberlore.com. Hasbro, the publisher, can be found at www.hasbro.com. We have fan sites that are already up and running, these can be surfed to from the *Majesty* pages. Previews and initial reviews are all over the net, and the *Majesty* site also links to them. You can download the demo from the *Majesty* site, or look for it in computer game and Wizards of the Coast magazines.

What does the future hold in store for *Majesty*?

Cyberlore is already working on *Majesty: The Northern Expansion*. Keep your eyes open for more news on that title. Once *Majesty* ships, we’ll put information on the expansion set up on our site.

What about for Cyberlore?

We are going to stay the course—we’ll focus on making great games, both in the *Majesty* world and completely separate from it. Our goal is to create games that give people new play experiences and a reason to smile, relax, and have fun during their day.

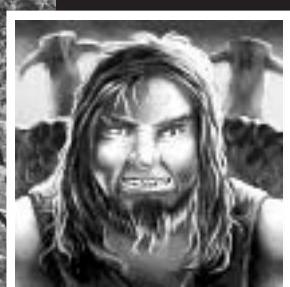


PRIMA'S OFFICIAL STRATEGY GUIDE



THE History OF ARDANIA

CHAPTER I



ARDANIA



THE EMERGENCE OF HUMANITY



When our land was young, the lone deity Krolm, Lord of the Wild, looked out across Ardania and felt his rage grow. No creatures knew of him—none could spread across the land and do his bidding. From his rage came life—the first Humans to walk in Ardania. They were Barbarians, followers of Krolm.

A simple philosophy bound these Barbarians together. They believed that strength is power and that the unknown must be conquered. Their god supported them in war against Ardania's perilous mysteries. They made a crude living off the dangerous land. Little else mattered.

A small group of Barbarians stumbled upon a source of great magical power. One of these men, Brashnard, was transformed. He halted his wandering and his weapon training and turned to study. Other Barbarians grew increasingly suspicious, and this greatly intensified when Brashnard succeeded in creating Ardania's first magical item—Brashnard's Sphere.

Brashnard wanted his brethren to understand the useful nature of his studies and not to fear them. While demonstrating the wondrous powers of his Sphere to the warlord Rogna Blood Axe, Rogna grew deeply afraid and killed the Wizard. With one crushing blow from his axe, he then shattered the Sphere. It took more than 2,000 years for magical study to once again surface in Ardania.

The Barbarians made great inroads throughout the lowlands, pushing back other creatures and taking land to support their nomadic lifestyle. They began to get noticed by some of Ardania's most powerful monsters. Infuriated with the encroaching Humans, the Dragons counterattacked. They rose from their underground lairs and followed their Dragon King, Andraxal-Kerlazor, into battle. The Barbarians couldn't stand against the tremendous force of the flying beasts and began to lose ground rapidly.



Krolm knew that he had to intervene, or his minions would fall. He took physical form and traveled north past the Hellfire Mountains to Dtar-Mordin. Here lived the Dwarves, a small race that excelled in the workings of steel and stone and lived primarily underground. Krolm made a deal with them. He would infuse the entire Dwarven race with greater strength. In return, the Dwarven Queen Dorva Stoneback fashioned for Krolm a sword to kill Andraxal-Kerlazor. The Dwarves' enhanced strength helped them push out from their caverns and settle on the surface, largely in the Valley of Gur-Mechina.

The battle between Krolm and the Dragon King was the most ferocious the young world had ever seen. When the dust finally cleared, the Dragon King was slain and buried, with the sword still embedded in his chest. The Dragons were broken and scattered, not to be organized again until Scrylia the Serpent Queen gathered them under her command 1,500 years later. Andraxal-Kerlaazor's sole hatchling, Vendral, was only a yearling at the time of his father's death. Without proper training he could never become a true Dragon King, and so his father was the last Ardanian has ever seen.

Krolm was severely wounded in the battle and it took centuries for him to fully recuperate. During this time, his Barbarians began to drift from his teachings—some of them even settled into permanent villages. During this time Krolm sired a boy and a girl to rule while he rested. None know the identity of the mother. His son Lunord became The Moon God and his daughter, Helia, The Sun Goddess. Krolm did not know that they would one day overthrow him.

RISE OF THE CITY STATES (K.A. I-500)

In one numberless year, after a string of numberless centuries, something simple but remarkable happened. One of these new settlements, Garuta, desired to keep a written record of its history. A lowly scribe, Kyra Rundelsnark, was hired by the village leader to perform this duty. She started her reports at year one. Her numbering system quickly spread across Ardania. Thus, our yearly calendar begins when Kyra Rundelsnark, who incidentally had terrible handwriting, began her new job. As you know, our years are now called Kingdom Age, or K.A.

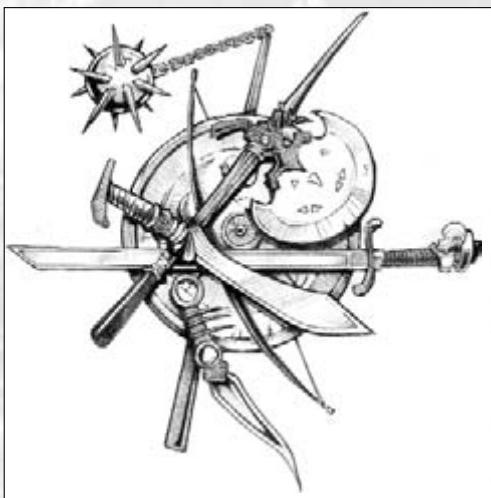
Of the many city states in Ardania, only two grew into prominence: Garuta and Rendishire. Garuta was a most impressive city built on steep, rocky spires. As the ideology of its citizens drifted away from Krolm, Lunord



came into favor. The first Temple to Lunord was a massive structure capping off Garuta's great stone terraces.

Those men who fully dedicated themselves to Lunord were called Adepts. Lunord bestowed upon them a cup of his own devising, the Holy Chalice. This relic brought good health to the Adepts and was stored in the upper reaches of the temple.

Many days travel to the southwest lay the city state of Rendishire. In many ways, this settlement was Garuta's complete opposite. Rendishire was a grand sprawl, filling the valley at the base of the Hellfire Mountains. While this was not a well-protected position, it lay on a major trade route of the time. Soon a new race settled in Rendishire, with only a grudging welcome: the lowly Gnomes.



The people of Rendishire began to worship Helia. The women warriors who served Helia were known as Solarii. Helia granted them the Sun Orb, a scintillating magical relic that brought strength to the Solarii. It was kept in the temple's giant rotating solacrum.

By K.A. 300, these city states were each run by powerful monarchs. Meanwhile, many people yearned for the old ways, and they finally broke away from the city states to continue their nomadic heritage. They left the pace and pressures of the city behind, along with their belongings, once again bringing Barbarians to Ardanía. Also at this

time, Krohm regained consciousness on his path to recuperation.

It seemed inevitable that Garuta and Rendishire would fall into conflict—over trade, over land, or over religion. Lunord and Helia became outright enemies as they each struggled to become Ardanía's most powerful deity. The battles between the city states began in K.A. 412 and lasted more than 80 years. This devastating war, later called the Ten Thousand Arrows War, took a great toll on the Humans of Ardanía. Smaller city states were forced to side with one or the other. Whenever one side gained an advantage, the other took it back. Incidentally, it is certain that sprawling Rendishire would have fallen were it not for their industrious Gnomes. Both the Holy Chalice and the Sun Orb were lost during the war.

The Barbarians suffered the most, however. They were forced into service by the city states and routinely betrayed and used as disposable troops. Krohm looked on with growing rage and used what little strength he had recovered



to send word to his Barbarian leaders. He told them to strike back at the followers of his children. The city states were weakened from the long war and too focused on each other to see the surprise attack coming.

The ensuing conflagration so weakened Helia and Lunord that the day and night skies dimmed and there was no season but winter for the next six years. The Barbarians fought against both city states, who in a last-ditch effort put aside their hatreds and united against the followers of their father. During this brief truce, Helia and Lunord sired seven children, four of them quadruplets. These children did not play a part in the world until much later. The Barbarians were victorious, and they shattered both Garuta and Rendishire in what we now call the Six Winters' War. They swore that never again would they ally with the followers of another god.

Near the end of the Six Winters' War, at the end of the Ten Thousand Arrow War, an ill omen for humanity occurred. The two-headed Vendral, now grown into adolescence, was seen for the first time. He destroyed an entire village in one hour. From that day until the present, every century or two, Vendral has awakened for a short time and caused terrible havoc.

In K.A. 500, all of the Human city states had been destroyed, with only small villages and outposts left clinging for survival. Barbarians roamed the land again, but in far fewer numbers and without the overwhelming power they enjoyed 500 years before. These were the darkest days for humanity, during which all may easily have been lost.

AGE OF THE SYDRIAN KNIGHTS (K.A. 500–600)

Three monster kingdoms rose across Ardanian as the humans fell. One was led by a magical and purely evil creature—the Witch King. He commanded the allegiance of thousands of the ancient Daemonwoods as well as other, lesser creatures. The second was Scrylia, the Serpent Queen. She gathered a formidable army of Dragons, Greater Gorgons, Medusae, and Harpies. The eldest son of Helia and Lunord, a foul, misshapen god called Grum-Gog, formed the final monster kingdom. His followers consisted of legions of Goblins as well as a smattering of Trolls.

Despite their tenacity and ferocity, the diminutive Goblins were never able to expand their kingdom very far. Pushed by Barbarians on one side and devastated by Dragons on the other, they fled into the Hellfire Mountains and were reduced to a small, struggling populace. To this day, Grum-Gog still plans for an eventual Goblin conquest of Ardanian.



Scrylia, on the other hand, nearly did conquer Ardania. Her powerful forces scattered everyone in her path. Just as she was planning to destroy the remaining Human outposts, her forces mutinied. The Medusae were furious at being subordinate to the Greater Gorgons, and launched a civil war with help from the Harpies. Unwilling to get caught up in the conflict, the Dragons left and returned to their underground lairs. The Greater Gorgons were nearly exterminated, with only a few escaping to the Northern Reaches. Scrylia herself was killed in the fighting. Victorious in their civil war, the Medusae and Harpies were left without the aid of the Dragons, and the entire serpent kingdom quickly crumbled.



Garuta, Thallis became a small outpost of men and women who hunkered down to protect themselves from the Ardanian anarchy.

They were unsuccessful in this attempt. Scrylia's forces burned the entire settlement to the ground 15 years later, in K.A. 515, during a massive Dragon assault. Young Sydrian was only three years old at the time. A Gnome, whose name was never recorded, grabbed the son of Gwenella and risked his own life to take him to safety. From this tragic beginning, Sydrian began a new life in the wilds of Ardania. Not much is known about his childhood, but when he reappeared 13 years later he was an impressive warrior.

The Witch King, having weathered the Serpent Queen's advancement, was the next to try to dominate Ardania. He spread a horrible curse of pestilence throughout the land, weakening his enemies and causing massive natural destruction. He made one error, though, and that was when he stumbled upon Lunord's Holy Chalice in a hidden stone vault. As he was not ordained by Lunord to transport the Chalice, he could not remove it from the vault. Instead of sealing and burying it, though, he grew attached to it and returned to drink the blood of his victims from it. In the end, this attraction would be his downfall.

The man who eventually drove off the Witch King and returned humanity to its path of greatness was Sydrian, known now as the Wandering King. Sydrian was born to Gwenella, the leader of Thallis, a city state allied to Garuta during the Ten Thousand Arrows War. After the Six Winters' War and the fall of



One day, Sydrian was wandering when he heard the sounds of fighting nearby. A Caravan heading to the Human enclave of Cullain had been waylaid by a band of Trolls. Sydrian rushed into the fray to help the guards. His natural talent for battle was astounding, and the Trolls were reduced to pools of their mucous-like flesh before they knew what hit them. The guards took Sydrian to Cullain where the prince of the enclave eventually adopted him.

As Sydrian grew to manhood, he became leader of the prince's guard. Under his leadership, the guard was well known for its compassion to the Cullain people and its dedication to duty. All seemed to be going well for young Captain Sydrian, but fate's unpleasant touch was reaching out for him.

It began with a few missing Caravans in K.A. 539. Then several travelers were found brutally slain in the nearby forests. The threat to the enclave became obvious. Some force was behind these attacks and Sydrian dedicated himself to stopping it.

In doing so, Sydrian made the biggest mistake of his life. He formed a party of his strongest and bravest soldiers to seek out and destroy this menace. Fueled by determination, they marched deep into the wilderness following clues left behind by the murderers. While they were gone on this search, the city came under a massive attack by creatures of all shapes and sizes; Sydrian had fallen for a decoy.

When he returned, Cullain lay in ruins before him. Though Sydrian's home and family were destroyed, his sense of duty grew stronger than ever. He needed to end the nightmare that Ardanian had become. That night he had a vision. He saw the Witch King sitting in a stone vault and knew that the Witch King was behind the destruction of his adopted home. But his vision focused on what the Witch King was drinking from, Lunord's Holy Chalice. If he could claim the Chalice, it would provide humanity with the power to withstand the Witch King's terrible curse. People would unite and fight back against the horrors of the land.

With his greatest warriors, Sydrian led a crusade across Ardanian, battling the minions of the Witch King whenever possible. All the while, they gathered clues as to the whereabouts of the Holy Chalice. The selfless acts of Sydrian's forces attracted the attention of other brave heroes, who joined him. Soon



the ranks of Sydrian's Knights swelled, allowing them to cover even more territory.



Desperate for the Humans to help against the rising tide of monsters, the Dwarven settlements to the north sent Sydrian priceless gifts. The bulk of the gifts consisted of 60 swords that were particularly effective against magical creatures. The Dwarves also created a stunning crown of gold and precious Dwarven steel. The crown was rumored to give Sydrian and any of his blood descendants even greater wisdom in their rule.

Flickering hopes began to take root in the minds of the Ardanian people. Everyone referred to Sydrian as king. Eventually, in K.A. 564, he gathered enough clues to track down the Chalice. He assembled a handpicked group of men and women and led them on the final quest for this sacred relic.

He lost 23 good knights getting to the vault, but Sydrian finally claimed the Holy Chalice. Lunord permitted him to carry the relic, and he brought it

back with him. The Holy Chalice spread health and strength to the Human settlements within a week's travel in all directions. With the people renewed in courage, Sydrian was easily able to muster enough strong men and women to meet the Witch King head-on in battle—and to eventually prevail. The Witch King fled and his forces were decimated in K.A. 578.

Sydrian never ruled a settlement, which earned him the title of the Wandering King. But he is regarded as Ardania's first king. If you are reading this tome, then his blood flows through your veins—for you are his direct descendant.

After the Witch King's defeat, people clamored for Sydrian to establish a government and rule the land; but he did not. He said governing was something he would not be good at, and instead he appointed his daughter Rallia to the role. Ardania's first queen built on the great achievements of her father and founded the basis for governing that we still use today.

As for Sydrian, it appears that he hid a poisonous wound received in battle with the Witch King. He became somewhat delusional, and one night he simply disappeared. Many years later, in K.A. 599, an old man wandered into a small fishing village on an island just off the west coast of Ardania. He wore the tattered but familiar robes of the Sydrian order. When asked who he was, he looked confused, hesitated, and then said, "Sydrian. Sydrian, of course!" The townsfolk laughed, thinking him a deluded fool.



Two days later, the old man died, under the care of a local innkeeper. In disposing of the man's belonging, the innkeeper was astonished to find what appeared to be the Holy Chalice in the man's carry bag. He gathered the townsfolk to show them his remarkable discovery, but when he returned, the Chalice and the body of the old man had disappeared. The island was renamed the Isle of Sydrian.

Sydrian's mark on Ardania is unmistakable. He forged order from chaos and saved humanity from extinction. In all of our history, there is no greater hero.

FOUNDING OF THE NEW GODS (K.A. 600–900)

With the destruction of Garuta and Rendishire, and all throughout the Age of the Sydrian Knights, the popularity of Lunord and Helia greatly waned. There remained some followers of both gods, and they still argued with each other constantly. Krolm had followers as well, but they were battered and disorganized by the endless wars.

All seven of Lunord and Helia's children were conceived and born during the Six Winters' War, K.A. 494–499. Their first child, who became Grum-Gog the Lord of Pestilence, rallied his Goblin and Troll followers into terrible defeats in battle, as mentioned earlier. Their second and third children were also misshapen beasts, and neither was even strong enough to be a god. Url Shekk was the second child, a massive three-headed creature that hated light. This infuriated Helia, who cast her child into the Nether World. Occasionally it pushes through into Ardania where it relieves its suffering by torturing lesser creatures, such as Humans. The third child, Rrongol, was extremely dim-witted. It followed his father's every step until Lunord grew frustrated and cast it into the mortal world.

Helia and Lunord finally had success with their children in their quadruplets. They had two girls and two boys, all of whom were gods. Like their parents, each pair became polar opposites. Krypta became the goddess of death and her sister Agrela, goddess of life. Fervus became the god of chaos and his brother Dauros, the god of law. All four of them headed in their own ideological directions, which would soon splinter Ardania into even more religious factions.

Upon his death, Sydrian had returned the Holy Chalice to Lunord. With his relic, Lunord was better able to communicate with his Adepts. Helia was



not, as her Sun Orb was still missing. Lunord chose the Adept Makkat the Wise to hear the message of his children's arrival. Makkat was struck by lightning while polishing the horns on the Temple to Lunord, and he fell into a deep coma. When he finally came to, he began jabbering about his vision. Because of this, he was nicknamed Makkat the Madman.



everywhere. Many Solarii and Adepts left their orders in disillusionment, while others stayed on and branded Makkat a heretic. People everywhere cautiously began to look at the new gods, unsure of whether they were real or not. Makkat accumulated a dedicated legion that traveled with him and began to force this new belief system on religious practitioners.

Those who continued to adhere to the belief that Lunord or Helia reigned supreme were cast out, thrown into dungeons, tortured until they agreed to follow the new gods, or simply killed. The violence did not bubble over into everyday life of Ardanía very often; it usually remained inside religious circles. But within this realm, it was explosive.

Prince Quinn of Mayhew attempted to confront The Madman and his crusading zealots. He organized a force to stand against Makkat. Learning of this, Makkat infiltrated Quinn's ranks and subverted his key officers. When the two forces met in battle, most of Quinn's army deserted and he was killed. This moment marked the last major resistance to the new gods.

The remaining Adepts and Solarii became champions of combat to protect themselves, although to this day they still do not work together. Helia's Solarii finally killed Makkat in K.A. 642, after 11 years of his crusade. The remaining followers of Lunord and Helia celebrated the day, but Makkat's death only served to boost the popularity of the new gods. The new religions adopted a gentler face, drawing new believers in droves.

He told of how Lunord and Helia sired four new gods. He said that Lunord felt defeated as he and his sister's struggle had caused so much hardship to humanity. He wanted to be left alone, and for his children to be worshipped. He did not want history to repeat itself. Makkat held up Lunord's Holy Chalice as proof of his words.

Divisions appeared



The new gods each created an artifact, although theirs were not as powerful as their parents'. Krypta made the Holy Bell, the symbol of approaching death. Agrela fashioned the Magic Ring, containing the power of health. Fervus created the Holy Candle, which flickered with the essence of chaos. Dauros created the Holy Book of Law.

During this time a new race appeared in the land. Elegant blue ships

sailed into Ardania from the east. Elves disembarked, set fire to their ships, and formed their own settlement in the Treldan Wood. They would not speak of where they came from, only saying that whatever was here was better. They introduced gambling, alcohol, and other vices of pleasure to Ardania.

PERIOD OF UNIFICATION (K.A. 900–1100)

Soon, temples to the four new gods were found in almost every town, though never all at once. Due to their opposing natures, these gods also created friction between their followers. Unlike before, however, this general dislike has never erupted into open battle. Healers of Agrela and Priestesses of Krypta refuse to build temples near each other. Cultists of Fervus and Monks of Dauros also refuse to do so. Over time, this has evolved into Healers and Cultists avoiding each other, as well as Priestesses and Monks—although these enmities are not as deep. Temples to the old gods, Lunord, Helia, and even Krolm, also continued to exist.

At this time the other great line of sovereigns, after your own, was initiated. Good King Teevus was the first of the Valmorgens. He, more than anyone, helped reduce the animosity between the old and new religions. He



proudly proclaimed himself a follower of all deities, explaining that their various belief systems represented different aspects of a complete individual. While many followed Teevus's example, in practice they usually favored one god over the others.

Another major event during this time was the reemergence of Wizardry. After so many centuries of turmoil, there was finally enough calmness for Libraries to be erected and learning to gain in priority. One of these scholars, Tholar, founded the first Library of the arcane arts. Over time, people from all of Ardania with the gift of magic came to study with him. His Library evolved into the first Wizards Guild. Wizardry had finally became part of Ardania; it had been 2,000 years since the first Wizard, Brashnard, was slain.



powers through the air to remote towers. It was his grandson, Tholar III, who invented the Bellanus Orb, which is strong enough to channel the most powerful of magics.

Also of note at this time was the arrival of the Liche Queen. This evil-tempered monstrosity was the first high priestess of Krypta. She tried to advance her studies too quickly in an attempt to make Krypta more powerful than the other deities. While performing a dangerous ritual, her mind snapped and instead of honoring death, she became the sworn enemy of all things living. She was the first recorded undead creature in Ardania. The Liche Queen fled into the Dark Forest, was involved in some terrible atrocities, and has not been seen since that time. It is likely that she perished in her insanity.

Another unfortunate addition to Ardania during this time of relative calm was the Black Phantoms. No one knows where these strange, incredibly powerful, magical apparitions originated. It is also unclear what they are after. What is clear is that any who have fought against the Black Phantoms have perished.

Tholar himself began writing the Grimoire Arcanus, the master book of spells that is hand-copied by each Wizard Guildmaster and added to as new incantations are discovered. He and his assistant created the Lantern of Andrevyll, which sends magical

MAKING OF KINGDOMS (K.A. 1100–1450)

Many kingdoms emerged in Ardania during this time, each with its own sovereign. This period is primarily marked with smaller battles, alliances, betrayals, and petty feuds between these young kingdoms. Smaller wars were fought against monster kingdoms as well, but no conflicts threatened to engulf all of Ardania as they had in the past. The time was also known for the sinister workings of a new breed of evil, the dark Wizard.

One example of dark wizardry came from the Goblin Priests of the Grisnot tribe. Likely with the divine assistance of Grum-Gog, they magically altered normal spiders into the vicious Giant Spiders that we must contend with today. The tribe intended to use them as war steeds, but instead, the Giant Spiders immediately attacked their masters and devoured every last one of them.

The Giant Spiders did find a master, however, and it was not the Goblins. The Witch King reemerged from hiding with an army of Daemonwoods and Giant Spiders and assaulted the kingdom of Ravenswood in K.A. 1205. This area was largely populated with Barbarians and the new, more refined frontiersmen who called themselves Rangers. The battle was costly to the humans, but in the end they prevailed. The Witch King once again escaped. The few surviving Barbarians and Rangers made a blood pact of friendship, called the Treaty of Ravenswood, which still stands today.

Another dark Wizard operating during this time was Andravus. He was the Wizard advisor to the queen of Lormidia. He became power-mad and desired the throne for himself. Andravus retreated into his studies and invented the ultimate front-line troop, the Minotaur. He created an entire army of these beasts and marched them on Lormidia. Many brave and worthy warriors fled from this seemingly unbeatable army.





By coincidence, the large yearly gathering of Barbarians took place at this time, right on the outskirts of Lormidia. Before they knew what was happening, the Barbarians were surrounded by Minotaurs. Every last one of them would have been slain had it not been for Tholar IV.

This descendant of the great Tholar had traveled to Lormidia to investigate allegations of Andravus' twisted work. He arrived in time to see the Barbarians being surrounded in a hopeless situation. Tholar IV used the local Wizards Guild to cast Invisibility on every single one of the Barbarians—a remarkable feat of Wizardry endurance. With the Minotaurs confused, he then teleported into the middle of the Barbarians and began to cast swarms of meteors at the Minotaurs. The beasts quickly fled the battle. Tholar IV died from exhaustion that day. It was this selfless act that led the Barbarians to throw aside their distrust of Wizards, and to vow allegiance to their new allies.

Unfortunately, no one was able to stop Andravus and his Minotaurs from then crushing Lormidia. The once-great city was leveled. Andravus tried to rebuild it, but he could not control his Minotaurs, who loved to destroy much more than to build, and no Humans wanted anything to do with him. A counterattack led by the Valmorgens and the Sydrians in K.A. 1415 was successful, Andravus was killed, and his foul warriors scattered across the land.

One contingent of these Minotaurs headed north through the mountains. They attacked a Dwarven outpost at Torin's Peak in K.A. 1418. The only remarkable fact about this minor skirmish is that the Dwarves successfully used their new Ballistae to destroy the Minotaur attackers.

One great Minotaur leader, Gorsha Blackhoof, was responsible, as I'm sure you know, for stealing the Crown of Sydrian from our kingdom. One day this relic will be returned, and until then, each sovereign of Sydrian must get by with just his or her natural wisdom.

Another evil Wizard, Pyrog the Shadowed, also performed his foul experiments during this period. He mutated existing plantlife into the Flowering Strangleweed. After his "success" with this procedure, he next worked on a much bigger scale. Pyrog combined parts of Dragon, his own Wizard blood, bits of a lowly hummingbird, as well as other unrecorded ingredients, resulting in the terrible Evil Oculi. Pyrog apparently died while attempting to create a new magical creature far stronger than the Oculi. This was certainly for the best as far as humanity is concerned.

One other new creature of note first seen during this time was Dirgo the Cyclops. This massive creature lived on a small island off the eastern shore of Ardania. No one knows how old he is, or even if he is mortal. Apparently a sailor disembarked on his island and shot his eye through with an arrow.



Suspicions have fallen on the Elves, but they claim that none of their kind has set foot on a sailing vessel since landing in Ardania. Regardless, Dirgo now wanders the land in a blind rage, smashing what he can, in hopes that eventually he will smash the sailor responsible.

New disciplines of training and study became available during this time as well. The best fighters from the city and palace guard started the Warriors Guild, to venture into the wilderness to destroy evil where it bred. The teachings of Dauros reignited the idea of the Sydrian Knights, who are now called Paladins. The warped rituals of the Cultists brought the brutish Warriors of Discord into being. The growth of the kingdoms also brought about the Rogues, with their ramshackle guilds. As mentioned before, heroes with a taste for travel formed into guilds of Rangers.

RETURN OF EVIL (K.A. 1450–PRESENT)

Humanity has come so far and been through so much, but the journey ahead is still fraught with danger. The great prophet Juleck has seen times of great difficulty ahead. The monsters have been dormant for too long; signs point to them rising again.

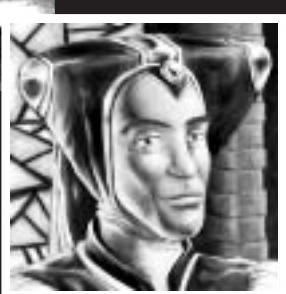
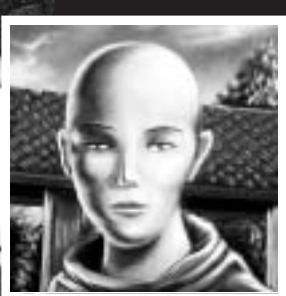
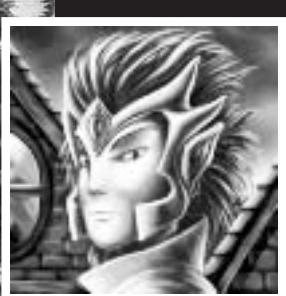
My only hope is that you, as sovereign, will be up to the task of protecting us during the dark times ahead.

—Information compiled by the Wizards Theonus, Rezzenthell, and Tarsival. Transcribed by your most humble Royal Advisor. Meant only for the eyes of the next great Sydrian sovereign.

CHAPTER

ROYAL ADVICE

2





My Liege, I have written this chapter to give you general advice for ruling your kingdom. Tips specific to certain items or situations can be found later in this tome. Take what you will from my ruminations and over time I'm sure you'll develop your own brilliant strategies.

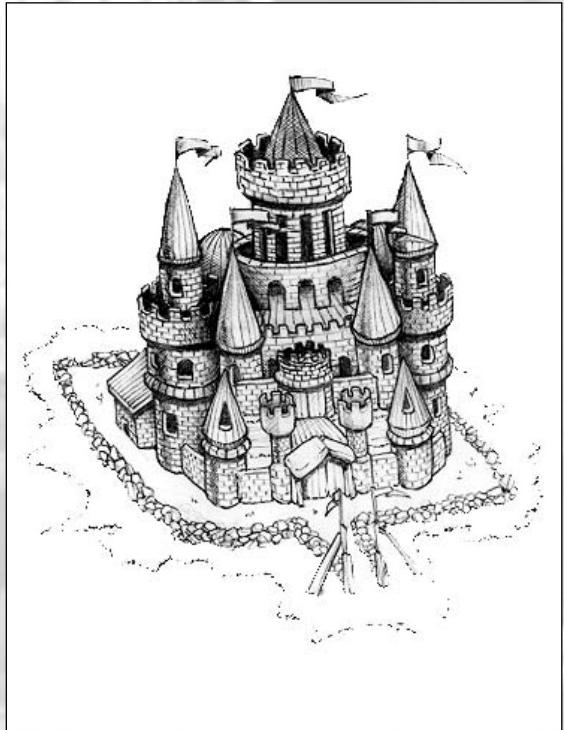
Ruling a kingdom is a new experience for most. Remember to look at the whole picture, pay attention to details when necessary, and don't forget to have a wonderful time. Even when Rock Golems are pummeling your Warriors Guild, Ratmen are stealing from your Marketplace, and your Wizards are too lazy to help,

keep smiling—it's all in a day's work for a sovereign of Ardania.

One more thing, being the ruler means that you get to do what you want—even if it's a bit unconventional. There may be times when you want to put an Attack Flag on your own hero, cast Healing on a Dragon, or destroy your own buildings. Be creative, attempt crazy things, and enjoy the cushions in your throne.

YOUR BUILDINGS

- There are many different strategies concerning which buildings to construct first in a quest. One beginning strategy is as follows: First build a Blacksmith, then a Warriors Guild, a Marketplace, an Inn, a Guardhouse, and then a second Marketplace. This gets your economy off the ground and gives you good early protection. Start Research at the Marketplace and Guardhouse immediately. If you are not being pressed with attacks right away, consider substituting a Rogues Guild for the Warriors Guild. The Rogues are less expensive and faster to recruit, which lets you upgrade your Palace sooner.
- Upgrade your Palace to the second level the moment you can afford to. There are many reasons to do this, the primary one being that two Peasants are not enough to construct your kingdom and keep it repaired.



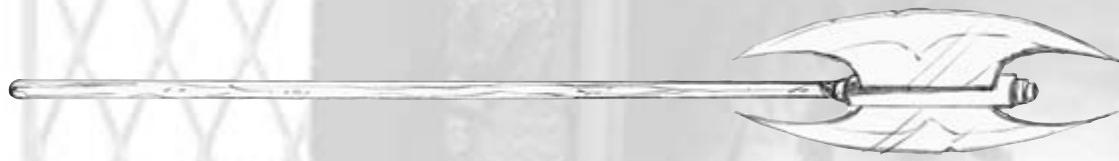
- Only initiate one construction project at a time. Otherwise, your Peasants disperse and build much more slowly.
- Strategically place defensive towers near your key buildings to intercept raiding monsters.
- The support buildings, such as the Blacksmith, are extremely important and should be built early. Their enhancements help your heroes considerably.
- There are three main temple strategies in Ardania: Fervus and Krypta, Agrela and Dauros, and Krohm. Fervus and Krypta allow you to create large armies and are the “hammer” versus the “scalpel.” Agrela and Dauros give you better ways to nurture heroes, providing you with the “scalpel” versus the “hammer.” Krohm is all about frenzied mayhem.

- The other temple strategy is between Helia and Lunord. Helia is a bit more offensively oriented with its direct damage spells. Lunord is somewhat more defensive, with its heroes who patrol your kingdom. Both provide strong fighters.
- Generally, you always want the Wizards Guild in your kingdom. When there are highly Magic Resistant creatures like Vampires and Evil Oculi about, you may not desire to recruit any Wizards. However, the guild alone is worthwhile for its spells and equipment enchantments.
- The different fantastic races each provide their own strategy. Elves are all about Gold. They bring a lot of it into your kingdom, but they also bring distractions with them that can keep your heroes from more important duties. The Dwarves are about work ethic and industry. Their buildings are very hard to destroy and their hammers do considerable damage. The Gnomes, aside from being rather dirty, provide incredibly efficient labor for constructing and maintaining your kingdom.
- Remember that you can build multiples of the same temples and guilds.

YOUR HEROES



- Understanding what motivates your heroes is a large part of becoming a successful ruler. Your heroes act of their own accord, so they may not always do what you desire. As you become more familiar with them, you'll be able to get them to do what you want much more frequently.
- When your hero does something that surprises you, look a little deeper. You may wonder why your Ranger is running from a lowly Skeleton, until you realize that the Skeleton's great Dodge ability means that the Ranger hardly ever hits with his arrows!
- Heroes, like all of us, may change their judgment when they stand to gain more from doing so. Even though that same Ranger is scared of the Skeleton, perhaps he'll risk it for a good reward. Of course, you need to judge the situation carefully, as nothing is gained if he was right and the Skeleton kills him.
- When you are undermanned and under siege, decide whether you are going to recruit a lot of heroes quickly or if you are going to take care of a few heroes with support spells. Both options can work, but if you keep switching between them, you may waste a lot of Gold.
- Certain heroes work well together. Wizards and Rangers both like to travel with Barbarians. Wizards also enjoy traveling with Monks. Healers enjoy following and healing Warriors and Wizards. Monks are rather taken with following and guarding Healers. Rogues enjoy being near any hero who dies so they can loot the gravestone.
- If you hot key your favorite heroes, you can easily page through them and cast any needed support spells directly on their portraits. You can also do this with the automatic viewing controls on the Tracking Window.
- The Fairgrounds greatly helps advance your heroes in level, giving them a better chance of survival. Generally, melee heroes are fairly self-sufficient



at levels four or five and ranged or spell casting heroes at levels six or seven.

- Your heroes permit you to grant them a new name upon their reaching 10th level. Simply select the name in the Control Window and bestow a new one. You can rename henchmen at any time.

YOUR BUILDING SPELLS AND SKILLS



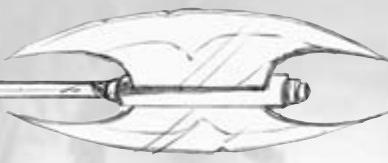
- The most important tip regarding these spells and skills is to make certain that you use them. They are the most powerful way that you can directly affect the world.
- The next most important tip is to remember the size of your treasury as you start to cast spells. If you are not careful, you can quickly diminish your funds. Be conservative until your economy is robust.
- All of the spells are powerful. While it is easy to judge the results of direct damage spells such as Lightning Storm, do not overlook the others—for many of them are even more powerful.
- For example, speeding up a strong melee hero with Vigilance or Winged Feet not only gets him to the action more quickly, but he also attacks faster—which greatly increases his damage.

- If you have Krolm, use the Rage of Krolm as often as you can afford it. It is an awesome sight to behold.
- Do not neglect your henchmen. Casting spells on them can be very important to the success of your kingdom. Consider an Invisible Tax Collector or a sped up Caravan.

YOUR ECONOMY



- Gold is the driving force in the kingdom. For this reason it's useful to have two or three Marketplaces and one or two Trading Posts. Upgrade your first Marketplace to third level right away, as it pays for itself very quickly.
- Place your Trading Posts such that they are closest to your highest level Marketplace to maximize their Gold delivery.
- Build your first Marketplace to the southwest of the Palace so it's as close as possible to the Palace entrance.
- Make sure your economy is humming along before spending a lot of Gold on heroes, Reward Flags, or spells. If you deplete your treasury before your economy is thriving, it will take a long time to build up your kingdom.
- If you have the Rogues Guild, use Extortion every six or seven days to gather Gold from your Housing. Even though you lose a cut of the Gold to the Rogues, it is usually worth it rather than having your Tax Collector travel to every small building.
- Use the minimum pickup field on your Tax Collectors. You don't want them to waste time gathering eight Gold while eight hundred Gold waits at the Marketplace. As your kingdom grows, increase this number.
- Guardhouses should be constructed near key Gold producing buildings to both protect them and to give the Tax Collectors a nearby drop-off point.
- On the frontier, the Trading Post, Inn, and Guardhouse make an efficient cluster of buildings.
- For every five Inns, Marketplaces, and/or Blacksmiths you have, you get a Fountain in your kingdom, which provides you with an additional Tax Collector—very useful!



PLACING YOUR REWARD FLAGS



Explore Flag where you'd like to go. Once a hero decides to go after it, place one or more small flags near it. As these flags are much closer to the first flag than to the kingdom, the hero requires less incentive to go after them. This same tactic works with placing Attack Flags on lairs.

- If you place an Explore Flag all the way across an unexplored map, keep a careful eye on the heroes going after it. If they run into terrible danger on the way, remove the flag to keep other heroes from heading into this same danger.
- If you want a hero to quickly get more powerful, place a high value Explore Flag right next to him or her. After grabbing the Gold, the hero will probably use it to purchase magic items, weapons, armor, spells, and attribute increases.
- Be careful of setting too many Attack Flags all at once. If you do, your heroes may disperse after them and not be strong enough to take on any one danger. Place them on what you want dealt with first.
- Keep in mind that heroes are judging whether the reward is worth the danger. For a powerful monster, you may need to pay a very large bounty—particularly if your heroes are not really strong enough to deal with it yet. Even though you may be ready to cast Healing on them, they do not know this.

■ In general, if no heroes are attracted to your Reward Flag within a few seconds, raise the bounty to gain interest. If you raise it too quickly, you may pay out more than necessary.

■ Place four or five low-value Explore Flags along the outskirts of your kingdom at the beginning of the quest. As the heroes undertake these easy quests, you gain more buildable area very quickly.

■ If you want to explore far afield, place a high value

- Use the default bounty amount, which you set in the Palace Control Window. You can use this in a couple of ways. If there is a general bounty size that you prefer for most flags, set it here and you no longer need to set it on each flag. Or, if you know that you are going to need a huge Attack Flag quickly, you can get it ready beforehand and then place it at a moment's notice.

FACING OTHER KINGDOMS



you can cast helpful spells on your partner's heroes and buildings and harmful spells on their opponents. You can also hot key another player's heroes.

- If your partner does not have enough Gold to place a sufficient Attack Flag on a troublesome lair or monster, you can place a larger one on it.
- Place a Trading Post and Inn in another player's friendly kingdom for free protection.
- You and your partner's heroes can work together, use buildings in each other's kingdoms, and seek out Attack Flags no matter who placed them.
- If you are competing with the other kingdoms, a huge key to victory is being the first sovereign to gain spell range from the Wizards Guild into the opponent's Palace area. Conversely, your utmost priority should be to destroy any Wizards Towers or Wizards Guilds being constructed anywhere near your kingdom. The Temple to Helia is another guild that should

■ Cooperative kingdom building is a very rewarding experience. You can fight side by side against the perils of the world, rising or falling together. If you desire, you can also wage a vicious battle of treachery and head-to-head destruction.

■ For cooperative situations, find out which temples your partner is going to construct and build different ones. This widens the options for both of you. Remember that

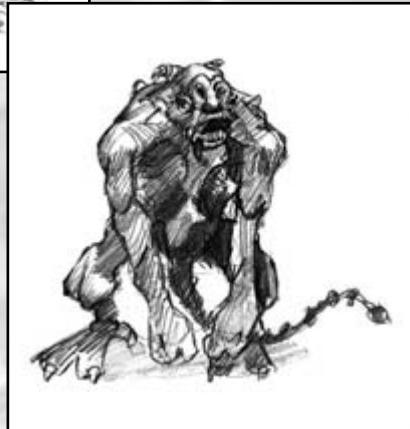
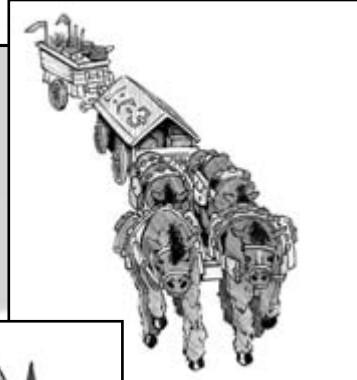
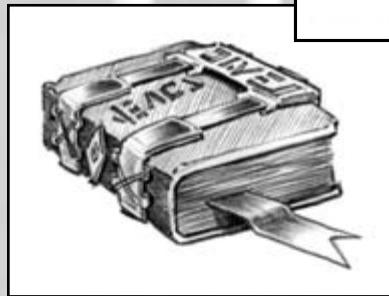
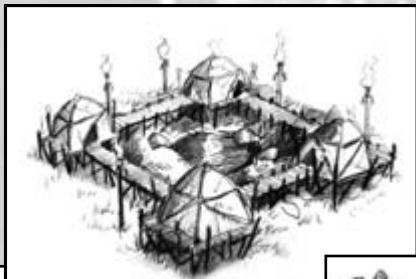


be destroyed quickly, as these direct damage spells have no range limitation.

- One daring way to get spell access into your opponent's kingdom is to construct a Wizards Guild right in the middle of it when they aren't paying attention. If you get lucky and can establish this toehold, and if you have a third level Wizards Guild at home, you can quickly unleash a royal world of pain.
- Spells are even more powerful when competing against another's kingdom. Be devious. Cast Invisibility on monsters that are attacking the opponent, Fire Strike your opponent's Peasants and Gold-laden Tax Collectors, or knock off those Healers with a Lightning Bolt.
- Spells are also good for defense. Hot key the henchmen and heroes that you most want to protect, and continually use spells such as Invisibility or Anti-Magic Shield on them.
- If you are having trouble getting Gold back to your Palace due to your opponent's spells, use the Rogues Guild to Extort.
- Statues and Royal Gardens are very important when warring against another kingdom. It is vital to keep your heroes loyal to you, so they do not attack your buildings for Gold or Heal an opponent's heroes.
- If you are not at war with another sovereign, but you want to keep their encroaching heroes out of your kingdom, place an Attack Flag with zero bounty on one of their buildings. This causes your defenses and heroes to regard their heroes as hostile. Then, once you have killed them, remove the flag and continue without a state of war.

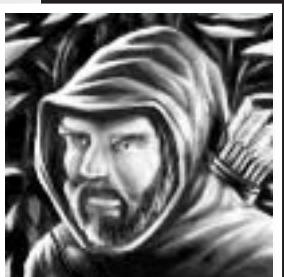
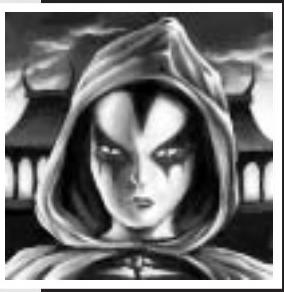


PRIMA'S OFFICIAL STRATEGY GUIDE



THE Kingdom

CHAPTER
3





NOTE



There are references throughout this section to different lengths of time. All times listed in days are in game days. All times listed in seconds are in actual time and these durations change depending on the speed selection you choose for the game and your machine speed—use them only as a relative guideline. At the default value, one game day equals 60 seconds.

BUILDINGS

Buildings are the cornerstones of your success. The buildings that you choose to construct dictate the makeup of your kingdom and the strategies of your heroes. Which temples will you permit? Will you create a Library to aid your Wizards, or a Blacksmith for your Warriors? Where should your Guard-houses be placed? What structures can you afford, and when should you build them?

General suggestions for kingdom construction are in the Royal Advice chapter. Tips for using a particular building more effectively are included in this section.

This listing contains all of the buildings that may exist in your kingdom—except for any lairs of foul creatures, which are in the Monster Lairs section. All attributes are detailed in Attribute Descriptions in the Heroes section.

BUILDING KEY

The following information is found with each building:

Description: Descriptive information about the building.

Primary Function: The main reason for constructing this building.

Levels: How many total levels that the building has.

Cost (in Gold): The Gold needed from your treasury to construct the first one of its kind in your kingdom. If the building can be upgraded, the cost is listed for each upgrade.

Cost Multiplier: How much more it costs to build each additional building of the same type. For example, if a building costs 1,000 Gold to construct and has a 2.0 multiplier, it would cost 2,000 to construct the second one and 4,000 to construct the third one, and so on.

Hit Points: The number of Hit Points that the structure has. These decrease as the building is damaged and increase as it is repaired. If Hit Points drop to

zero, the building is destroyed. If the building can be upgraded, Hit Points are listed for each level.

Income: If heroes can spend or store money at the building, this field lists the percentage of that money that is your tax—and that appears in the building's coffers for your Tax Collector to gather. If the building creates revenue of its own, that amount is listed here. If the building does not pay taxes, that is also noted.

Sight Range: The area of unrevealed map that the building clears around itself when placed on the map and the reaction radius for defensive buildings. Sight Range is listed for each level on multilevel buildings. If the building can be upgraded, Sight Ranges are listed for each level.

Prerequisites: Other buildings that must exist before you can construct it.

Restrictions: Limitations on constructing, upgrading, or using the building's abilities.

Abilities: Exactly what the building provides you, by level. A higher level building retains the abilities of its previous levels. Any Gold costs to use or Research these abilities are listed. Full descriptions of any spells or skills are listed in the Building Spells and Building Special Abilities sections.

Royal Tip: Helpful thoughts for each building, collected from my years of experience as a Royal Advisor.

BALLISTA TOWER



Description: At the battle of Torin's Peak, a pair of cunningly placed Ballista Towers laid waste to nearly two dozen Minotaurs prior to their destruction. The Towers' defensive value to a settlement is obvious, and most Dwarves use the promise of these mighty forts to entice communities to allow them to settle.

Primary Function: Fortification to protect other buildings

Levels: 1

Cost (Gold): 1,000

Cost Multiplier: None

Hit Points: 350

Income: Non-taxable

Sight Range: 300



Prerequisites: Dwarven Settlement

Restrictions: None

Abilities: Fires ballista bolts at enemy units with a Range Distance of 300, a Ranged Attack of 85, and Damage of 1–25.



Ballista Towers are very helpful for surrounding enemy buildings before releasing a dangerous monster, particularly those with high Magic Resistance because the Ballista Tower does physical damage. It is useful for defending outlying areas because there is no build radius restriction on them as there is with Wizards Towers. Ballista Towers also provide good protection for vulnerable Trading Posts.

BLACKSMITH



Description: The smiths of Ardania are all members of the Brotherhood of the Forge. The Brotherhood maintains strict standards that each smithy must meet in his shop.

Primary Function: Provides a market for heroes to purchase better weapons and armor

Levels: 3

Cost (Gold): 500/600/800

Cost Multiplier: None

Hit Points: 250/300/400

Income: 40 percent

Sight Range: 100/100/100

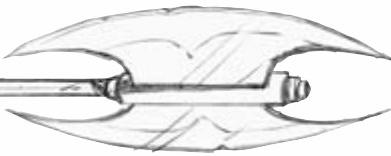
Prerequisites: None

Restrictions: Must finish all available Research to upgrade



Level One Abilities: Research +1 Armor and +1 Weapons for 200 each (costs 100 Gold for heroes to purchase) • Reduces new construction costs by 5 percent

Level Two Abilities: Research +2 Armor and +2 Weapons for 300 each (costs 200 Gold for heroes to purchase) • Reduces new construction costs by a further 5 percent



Level Three Abilities: Research +3 Armor and +3 Weapons for 400 each (costs 300 Gold for heroes to purchase) • Reduces new construction costs by a further five percent

ROYAL TIP



The Blacksmith pays for itself almost immediately by reducing the costs of other construction—which is a good reason to build it early. The weapon and armor upgrades that the heroes purchase are definitely worthwhile in combat. Build one near another kingdom to gain Gold from their heroes.

DWARVEN SETTLEMENT



Description: The Dwarven engineers of Dtar-Mordin devised the complex mechanisms that automate this outpost. Dwarven knowledge of mechanics and metallurgy is unparalleled in all of Ardania.

Primary Function: Home for Dwarves

Levels: 1

Cost (Gold): 1,250

Cost Multiplier: 4

Hit Points: 600

Income: Nontaxable

Sight Range: 400

Prerequisites: Level 2 Palace and level 3 Blacksmith

Restrictions: Cannot build Elven Bungalow or Gnome Hovel once you have a Dwarven Settlement in your kingdom

Abilities: Supports three Dwarves • It fires a missile at enemies with a Range Attack of 90 and a Range Distance of 400 that does 1–30 Damage.

ROYAL TIP



The Dwarven Settlement is a strong building that can greatly help to fortify an area of your town. It has a lot of Hit Points, and with its defensive fire, it is very difficult for enemies to destroy. It gives you the ability to construct Ballista Towers, which are powerful indeed if you need more defenses in your kingdom.



ELVEN BUNGALOW



Description: Prone to self-indulgence, Elves require a lavish dwelling when they settle in any kingdom. Bright blue shingles are a characteristic of all Elven structures, dating back to their arrival in Ardania.

Primary Function: Home for Elves

Levels: 1

Cost (Gold): 750

Cost Multiplier: 2

Hit Points: 300

Income: Nontaxable, doubles Marketplace revenue

Sight Range: 100

Prerequisites: Level 2 Palace, Marketplace, and Inn

Restrictions: Cannot build a Dwarven Settlement or Gnome Hovel while you have an Elven Bungalow in your kingdom

Abilities: Supports two Elves



The Marketplace revenue increase is staggeringly helpful on quests where you need a lot of Gold. It more than offsets the revenue lost due to the building itself not being taxable. In quests with low starting Gold, the Elven Bungalow is the quickest route to substantial income.

ELVEN LOUNGE



Description: These houses of self-indulgence and pleasure seem to spring up in any kingdom that accepts the Elves and their decadent ways. Elven Lounges have blue-tiled roofs to attract the attention of any nearby Elven populace.

Primary Function: Distract heroes

Levels: 1

Cost (Gold): n/a—Automatically built, about a half day after each Elven Bungalow

Cost Multiplier: n/a

Hit Points: 130

Income: Nontaxable

Sight Range: 100

Prerequisites: Elven Bungalow

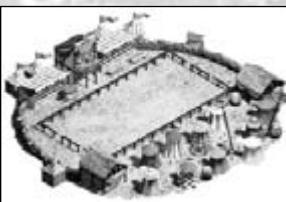
Restrictions: None

Abilities: Heroes with low piety come here to have fun and spend 200 Gold while doing so.



One good thing about the Lounge is that it can keep heroes closer to your kingdom. In general, though, it's best to recruit heroes with a high Willpower to keep them from having too much fun and wasting too much Gold here. Warriors of Discord are particularly susceptible to these Elven delights. If you want to destroy the Elven Lounge, place an Attack Flag on it. It does not get rebuilt if it's destroyed.

FAIRGROUNDS



Description: A tradition dating back to the tribal roots of Ardania, the Fairgrounds provide a proving ground for aspiring heroes. While contestants might receive bruises to both their bodies and egos, all combats are nonlethal.

Primary Function: Training ground for heroes

Levels: 1

Cost (Gold): 3,000

Cost Multiplier: 3

Hit Points: 800

Income: 100 percent. Every day it generates Gold depending on how many combatants are currently using the Fairgrounds with the following formula: 100 Gold plus 100 Gold per combatant. Sometimes a popular combatant may increase the total by 150 Gold instead of 100.

Sight Range: 225

Prerequisites: Level 3 Palace

Restrictions: None



Abilities: Research Tournaments for 250 Gold. A Tournament lets you select a type of tourney to have at the Fairgrounds and then heroes of the appropriate type are attracted there to train and gain experience. A maximum of eight heroes may tourney at a time. Melee tourneys use Hand to Hand in the competition, range tourneys use Ranged Attack, magic tourneys use Intelligence, and combo tourney rounds each have three phases, one with Hand to Hand, one with Ranged Attack, and one with Intelligence. The winner of a tourney gets 10 Gold per combatant. They also gain experience using the following formula: 1,000 Experience Points per combatant, divided by their rank in the tourney. If there were more than four combatants, the victor automatically gains a level • Heroes can pay 400 Gold to boost one of their combat stats. Melee fighters buy either Hand to Hand, Parry, or Dodge. Missile users buy either Ranged Attack, Parry, or Dodge. Magic users buy either Parry or Dodge • All newly recruited heroes in your kingdom gain +1 Strength (no additional benefit added per Fairgrounds).



A great aspect of the Fairgrounds is that it can train up newly recruited heroes that join you later in the quest so they can handle the generally harder monsters around at that time. Overall, the Fairgrounds provides an excellent boost for your economy and the average level of your heroes. As it attracts many heroes, you may want to wait until you have a lot of them before building it or you won't have many heroes in the field.

FOUNTAIN



Description: Visible enhancements to your settlement, such as fountains, allow more Tax Collectors to make rounds without upsetting your populace because it is apparent to all that taxes are being used to better your settlement.

Primary Function: Grants an extra Tax Collector for your kingdom

Levels: 1

Cost (Gold): n/a—Automatically built for every total of five Marketplaces, Blacksmiths, and/or Inns in your kingdom

Cost Multiplier: n/a

Hit Points: 100

Income: Nontaxable

Sight Range: 75
Prerequisites: n/a
Restrictions: n/a

Abilities: Your Palace's Tax Collector count is increased by one for each Fountain in your kingdom.



The extra Tax Collector is a great benefit. The more Tax Collectors that you have, the faster you get access to your revenue. Fountains do not get rebuilt if they're destroyed.

GAMBLING HALL



Description: Another of the vices associated with allowing Elves to settle in your borders is gambling. These seedy establishments sap Gold out of your economy and prey upon those with the least Willpower.

Primary Function: Distract heroes

Levels: 1

Cost (Gold): n/a—Automatically built about half a day after an Elven Bungalow and Rogues Guild exist in your kingdom—one Gambling Hall appears for the first pair, and then an additional one may appear for each subsequent construction of the latter half of the initial pair of buildings

Cost Multiplier: n/a

Hit Points: 180

Income: Nontaxable

Sight Range: 100

Prerequisites: Elven Bungalow and Rogues Guild

Restrictions: None

Abilities: Heroes with low Willpower come here to waste time and bet 1–10 Gold per wager. They get two chances to win with every bet, and they are playing for even money. A number from 1 to 30 is chosen twice. If the first one is less than their Luck minus 5, they win, and if the second one is less than their Artifice minus 5, they also win. • As Sovereign, you may also wager

Gold from your treasury here if you feel lucky (or are in a bind). You can bet 25–1,000 Gold per gamble. Each bet results in the spin of a wheel where you bet on blue, red, or gold. Blue doubles your bet and comes up 10 out of 20 times. Red gives you 5 times your bet and comes up 4 out of 20 times. Gold gives you 20 times your bet and comes up 1 out of 20 times.



ROYAL TIP *The Gambling Hall gives even odds (they must make their money on drinks.) On quests where you need to accumulate a certain amount of Gold, the Gambling Hall can become a last-ditch method of making the Gold in time—don't count on it, though! If you find that your heroes are spending too much time or money at the Gambling Hall, place an Attack Flag on it to have it destroyed. It does not get rebuilt if it is destroyed.*

GAZEBO



Description: These pleasant structures give travelers comfortable places to pause and reflect upon their journeys.

Primary Function: A place for your heroes to rest

Levels: 1

Cost (Gold): n/a—Automatically built about half a day after a Royal Gardens

Cost Multiplier: n/a

Hit Points: 150

Income: Nontaxable

Sight Range: 150

Prerequisites: n/a

Restrictions: n/a

Abilities: Heroes can enter the Gazebo to regain all their Hit Points for free.



ROYAL TIP It's nice to have multiple places for your heroes to rest. The more resting places that exist on the map, the better chance that a fleeing hero has of making it to one before being killed. The Gazebo is another benefit of constructing the Royal Gardens. It does not get rebuilt if it is destroyed.

GNOme HOVEL



Description: Gnome Hovels are filthy shanty houses built from the scraps of other building projects in your kingdom. Gnomes automatically attempt to rebuild any of their hovels that you destroy, as long as they have at least one left.

Primary Function: Home for Gnomes

Levels: 1

Cost (Gold): 100

Cost Multiplier: n/a—You can only build one hovel yourself

Hit Points: 75

Income: Nontaxable

Sight Range: 64

Prerequisites: None

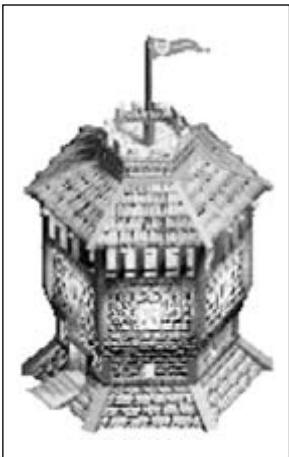
Restrictions: Cannot build Dwarven Settlement or Elven Bungalow while you have a Gnome Hovel in your kingdom and you cannot choose to build a Gnome Hovel from a second or third Level Palace

Abilities: Supports three Gnomes • After the first hovel is constructed, two others automatically appear in your kingdom, each a quarter day after the one before.



ROYAL TIP Make certain that you really want Gnomes in town before building the first hovel. Having three of these buildings around can really break up different building layout strategies.

GUARDHOUSE



Description: It is easy to overlook the loyal few who quietly protect your kingdom. The Guardhouse provides refuge and protection to both the City Guards and Solarii who dedicate themselves to safeguarding your borders.

Primary Function: Supports one City Guard or Veteran Guard

Levels: 2

Cost (Gold): 600/500

Cost Multiplier: 1.25

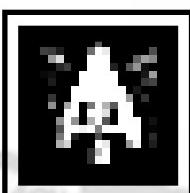
Hit Points: 200/275

Income: Nontaxable

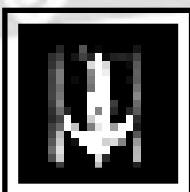
Sight Range: 400/450

Prerequisites: None

Restrictions: Must finish Arrow Research to upgrade



Level One Abilities: Generates one City Guard • Research Arrows for 250 Gold, which fire a Range Distance of 150, with a Ranged Attack of 75 and a Damage of 1–9 • Alternate Gold drop off point for Tax Collectors • Alternate resting point for Peasants.



Level Two Abilities: Research Veteran Guard for 300 Gold, which replaces the existing City Guard.



ROYAL TIP

This mainstay of kingdom defense is a good, solid investment. Use them to protect Marketplaces and Trading Posts in particular. In outlying areas, their additional benefit is that Tax Collectors can drop off funds at them. Thus, if you have a cluster of buildings on the frontier, the tax money from them does not have to make a long and dangerous trip home if there is a Guardhouse nearby. Peasants also stay at them, so the nearby buildings can be repaired more quickly. Be careful of constructing too many of them near your Palace at the start of a quest, as their increasing cost may make them too expensive when you want to defend outlying areas. It can be a good idea, though, to place one between a Sewer and your Marketplace to shoot arrows at any thieving Ratmen.

HOUSING



Description: The general housing for your kingdom's citizens. No kingdom is civilized if all of its subjects do not have roofs over their heads.

Primary Function: Gets in the way of constructing other buildings

Levels: 1

Cost (Gold): n/a—Automatically built

Cost Multiplier: n/a

Hit Points: 75

Income: Increases Marketplace and Inn revenues, Generates 8–15 Gold every third of a day

Sight Range: 75

Prerequisites: One Housing is built for every four heroes present in your kingdom and is not removed if they perish or leave.

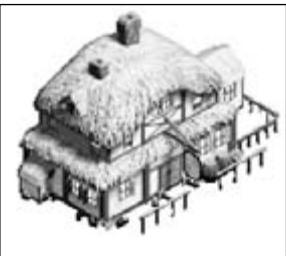
Restrictions: None

Abilities: None

ROYAL
TIP

The only good things about Housing are that they make money and that they might distract monsters from other, more vital, targets. If you keep them on the tax route, however, the Tax Collector can waste a lot of time picking up tiny amounts of Gold. Either increase the Tax Collector's minimum pickup, or take them all off the tax route and then use one-time pickups. It can also be useful to take the Housing off of the repair route so peasants do not waste their time rebuilding them when an important building is in flames. Housing does not get rebuilt if it is destroyed.

Inn



Description: Inns are a common sight along the roadways and frontiers of Ardenia. Unspoken tradition forbids violence between rival guilds or temples within the walls of an Inn.

Primary Function: Alternate resting point for heroes

Levels: 1

Cost (Gold): 400

Cost Multiplier: 1.1

Hit Points: 120

Income: 40 percent, generates 45–59 Gold plus 3 for each Housing a little less than every half day

Sight Range: 100

Prerequisites: None

Restrictions: None

Abilities: Heroes can enter the Inn to recover all of their Hit Points for a cost of 12 Gold • Heroes come to the Inn to sulk instead of leaving the map if their home is destroyed.

ROYAL
TIP

Inns are nice money-making buildings that are also an important resting and safe area for heroes. They work quite well as part of a cluster of Frontier buildings—such as with a Trading Post and Guardhouse or Ballista Tower. If you have trouble motivating your heroes to explore far afield, an Inn may help.

LIBRARY



Description: A vault of knowledge both mundane and arcane, Libraries are required for any truly enlightened settlement.

Primary Function: Provides better spells for your Wizards to purchase

Levels: 2

Cost (Gold): 600/800

Cost Multiplier: None

Hit Points: 100/200

Income: 40 percent

Sight Range: 100/100

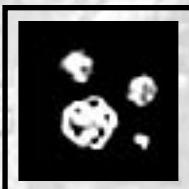
Prerequisites: Wizards Guild

Restrictions: Must finish all Research to upgrade



Level One Abilities: Research Fire Blast for 500 Gold (learned for free by Wizards) • Research Magic Resistance for 250 Gold (can be purchased by all heroes to a maximum level of 50 and

costs them 300 Gold for 5 points) • Research Improved Intelligence for 250 Gold (can be purchased by Wizards only and costs them 250 Gold) • Automatically increases the Intelligence by 1 of all heroes recruited after its construction (twice as many Libraries needed for each additional boost) • Reduces the cost of Research in the kingdom buildings by 5 percent • Wizards gain 100 Experience just for visiting a Library, other heroes gain 50.



Level Two Abilities: Research Meteor Storm for 1,500 Gold (learned for free by Wizards) • Research Power Shock and Flame Shield each for 500 Gold (learned by any who can study, a minimum Intelligence of 11 is needed and it costs 300 Gold per spell) • Further reduces Research costs by five percent.

ROYAL
TIP

A must if you want your Wizards to be all they can be. The spells there are very powerful, particularly Meteor Storm. In addition, its effect of decreasing Research costs helps to pay for itself—particularly if you construct it early. If you build the Library across town from the Wizards Guild the Wizards will be more likely to encounter relatively safe creatures, such as Giant Rats, in their travels and thus gain more Experience Points.

MARKEPLACE



Description: Marketplaces are the building blocks of any successful economy, making a significant contribution to your overall income.

Primary Function: The primary Gold-producing building in your kingdom

Levels: 3

Cost (Gold): 1,500/1,000/1,000

Cost Multiplier: 1.3

Hit Points: 200/250/300

Income: 40 percent. At Level One it generates 125 Gold every half of a day, at Level Two it generates 150 Gold every third of a day, and at Level Three it generates 175 Gold every quarter of a day. Gold is added to this total for every building of the following types in your kingdom: additional Marketplaces—5, Trading Posts—5, Housing—3, Level 2 Palace—25, Level 3 Palace—75. This entire total is doubled if an Elven Bungalow is in your kingdom.

Sight Range: 150/150/150

Prerequisites: None

Restrictions: Must finish all research to upgrade levels; Cannot be built within a 1,000 range of an existing Trading Post or a 500 range of an existing Marketplace



Level One Abilities: Research Healing Potions for 300 Gold • Research Market Day for 200 Gold



Level Two Abilities: Research Rings of Protection for 750 Gold • Caravan Gold doubled upon delivery



Level Three Abilities: Research Amulets of Teleportation for 1,000 Gold • Caravan Gold tripled upon delivery

ROYAL TIP



This is the vital money-making building of your Kingdom. If possible, place one to the southwest of your Palace—right next to the Palace's front door. This ensures the shortest distance possible for the Tax Collector to cover when bringing back all of the Gold. Most likely you will need two or three level 3 Marketplaces in your kingdom. The costs for upgrading are paid for very quickly. Guard your Marketplace with Guard-houses, Ballista Towers, or Wizards Towers, for some monsters are attracted to all of that loot. Watch out for Ratmen coming up from the Sewers because they might run right to the Marketplace and steal a lot of Gold from you.

PALACE



Description: A sturdy keep with four towers and an iron gate, this structure is the foundation of any new Ardanian settlement. This four-walled design dates back more than three centuries and is said to have been designed by Adolphus of Volencia, the engineering genius. Most Dwarves dispute that claim, citing that it was one of the many creations of Grendar Broadbrow.

Primary Function: The center of your operations

Levels: 3

Cost (Gold): 0 (starting building)/3,000/3,750

Cost Multiplier: n/a—You can only have one Palace

Hit Points: 550/700/1000



Income: Auto-taxed, generates 5 Gold per level per building in your kingdom (including the Palace itself) every third of a day, increases Marketplace revenue

Sight Range: 400/500/600

Prerequisites: None

Restrictions: Four Heroes needed in your kingdom to upgrade the Palace to Level Two, twelve Heroes for Level Three (Gnomes do not count as heroes)

Level One Abilities: Supports two Peasants and one Tax Collector

Level Two Abilities: Supports four Peasants, two Tax Collectors, and one Palace Guard.

Level Three Abilities: Supports six Peasants, three Tax Collectors, and two Palace Guards.

ROYAL
TIP



Try to upgrade to the second level as soon as possible. The additional henchmen and the availability of the temples is vital to long-term success. The jump to third level requires more thought. Depending on what buildings you want to construct and how important getting access to your money faster is at the moment, it may or may not be worth the expense until later in the quest. Sometimes it is smart to let monsters attack your Palace because it summons all of your heroes to its defense.

RANGERS GUILD



Description: The trailblazing Rangers of Ardenia prefer simplistic living. They own only what they can carry on their long journeys into the wilderness. What little time they do spend in their guild camps is spent discussing the uncharted regions of Ardenia.

Primary Function: Home for Rangers

Levels: 1

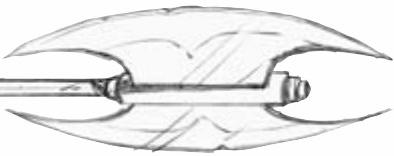
Cost (Gold): 700

Cost Multiplier: 2

Hit Points: 250

Income: 40 percent

Sight Range: 175



Prerequisites: None

Restrictions: None

Abilities: Supports four Rangers • Grants the Move Camp skill.



Having Rangers in your kingdom is important if you want to explore the map quickly. Be careful, though. If there are a lot of dangers out there that you cannot handle, the Rangers may find them and unwittingly bring them into town before you are ready.

ROGUES GUILD



Description: While thieves may not be completely desirable, they have their uses to a sovereign of Ardania. This land is home to many underworld organizations. Rogue Guilds will pay taxes, but they often set up Gambling Halls that do not.

Primary Function: Home for Rogues

Levels: 2

Cost (Gold): 600/850

Cost Multiplier: 2

Hit Points: 250/350

Income: 30 percent

Sight Range: 100/100

Prerequisites: None

Restrictions: None

Level One Abilities: Supports four Rogues • Grants the Extortion skill

Level Two Abilities: Heroes can visit and poison their weapons for free. A successful hit with a poisoned weapon poisons the target, which takes 1 Hit Point of damage every second over a 10-second period. Successive hits reset the poison duration to 10 seconds. While poisoned, the target cannot be healed. Poisoned weapons are permanently poisoned.



Rogues are good for exploration and stealing money from (hopefully) other players. Only Monks, Paladins, Priestesses, and Wizards do not consider poisoning their weapons. Rangers, Elves, and Rogues get a distinct advantage from having their missile weapons poisoned.

ROYAL GARDENS



Description: Landscape designers from the Eastern Provinces are renowned for their creative and uplifting garden designs. These beautiful plots provide rest and inspiration to weary heroes as they return to town.

Primary Function: Provides heroes with a special ability and heals them

Levels: 1

Cost (Gold): 1,200

Cost Multiplier: 1

Hit Points: 250

Income: Generates 76–100 Gold just under every half day

Sight Range: 55

Prerequisites: Level 3 Palace

Restrictions: None

Abilities: Increases each hero's Loyalty by 15 points per Royal Gardens • Visiting heroes are totally healed and they temporarily gain one of the following special abilities: Winged Feet, Blessing, Stone Skin, Camouflage, Invisibility, or Anti-Magic.



The Royal Gardens is a lot of fun to have in your Kingdom. It gives heroes the opportunity to gain the effects of spells that they cannot normally use. While a bit of a wildcard, this can come in very handy. The additional income helps to defray the fairly expensive cost. Raising Loyalty is very helpful, particularly in multiplayer quests where you do not want your heroes spending money in your opponent's buildings. The Royal Gardens also sparks the arrival of the Gazebo, another helpful building.

STATUE



Description: Assured that their deeds will not go unrecognized, your heroes strive to complete their quests with renewed determination.

Primary Function: Increases the Loyalty of your heroes

Levels: 1

Cost (Gold): 600

Cost Multiplier: None

Hit Points: 60

Income: Nontaxable

Sight Range: 40

Prerequisites: Level 2 Palace

Restrictions: None

Abilities: Increases the Loyalty of each of your newly recruited and existing heroes by five points each per Statue.



If you have heroes in your kingdom with a low Loyalty, the Statue is easily worth its cost. The last thing you want is your Rogues stealing from your own buildings or your healers healing your opponent's heroes! Two or three Statues are a must if you intend to use Rogues and Warriors of Discord heavily in multiplayer quests, otherwise they are likely to attack your buildings if your opponent places Attack Flags on them.

TEMPLE TO AGRELA



Description: All temples to Agrela the Good Mother are built in the center of a tranquil meditation pool. Healers are taught their mantras alongside the pool's reflective waters. Water, and especially rain, are seen as symbols of Agrela's favor.

Primary Function: Home for Healers

Levels: 3

Cost (Gold): 1,000/1,500/2,600

Cost Multiplier: 1.5



Hit Points: 250/300/400

Income: 50 percent

Sight Range: 100/150/200

Prerequisites: Level 2 Palace

Restrictions: No temples to Fervus, Krypta, or Krohm may be present

Level One Abilities: Supports four Healers • Grants the Healing Building Spell

Level Two Abilities: Grants the Blessing Building Spell

Level Three Abilities: Grants the Resurrection Building Spell



The Agrela Temple is a good choice when you want to actively take care of your heroes. Placing the Temple to Agrela next to a Warriors Guild makes it more likely that the residents travel together. Agrela produces the lowest cost Healing and revival of killed heroes in Ardania.

TEMPLE TO DAVROS



Description: Constructed of gold and marble, these temples display Dauros's dual aspects of morality and economy. Fair trade and justice for all are the foremost agenda of the Law Keeper. The first Temple to Dauros was the converted royal library of King Teevus. Unintentionally, the library's features became characteristic of all Temples to Dauros built since that time.

Primary Function: Home for Monks

Levels: 3

Cost (Gold): 1,600/2,200/3,400

Cost Multiplier: 2

Hit Points: 400/500/700

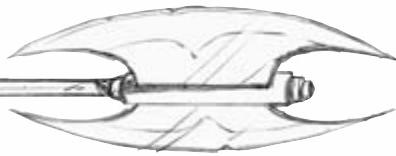
Income: 45 percent

Sight Range: 100/150/200

Prerequisites: Level 2 Palace

Restrictions: No temples to Fervus, Krypta, or Krohm may be present

Level One Abilities: Supports four Monks • Grants the Stone Skin Building Spell • Allows Paladins to be recruited from Warriors Guilds



Level Two Abilities: Grants the Vigilance Building Spell

Level Three Abilities: Grants the Petrify Building Spell



The Temple to Dauros brings a substantive element into your kingdom. Both Monks and the Paladins are solid and strong warriors. Monks do not wander much, so place their temple in harm's way to get them fighting.

TEMPLE TO FERVUS



Description: Wild and overgrown, Temples to Fervus mirror the chaotic nature of their followers. A simple altar serves as the temple's central focus. As this temple advances in levels, its aspect grows in sophistication. The Cultists begin to carve representations of animal life into the walls—mostly that of Vargs, the animal most commonly associated with Fervus.

Primary Function: Home for Cultists

Levels: 3

Cost (Gold): 900/1,300/2,500

Cost Multiplier: 2

Hit Points: 235/336/444

Income: 35 percent

Sight Range: 100/150/200

Prerequisites: Level 2 Palace

Restrictions: No temples to Agrela, Dauros, or Krohm may be present

Level One Abilities: Supports four Cultists • All newly recruited Rogues gain +3 Artifice and all newly recruited heroes gain +1 Luck • Grants the Healing Building Spell • Allows Warriors of Discord to be recruited from Warriors Guilds • Spawns Rocs for Cultists to charm

Level Two Abilities: Grants the Illusionary Hero Building Spell • Spawns Vargs for Cultists to charm

Level Three Abilities: Grants the Vines Building Spell • Spawns Hell Bears for Cultists to charm



ROYAL TIP *The Temple to Fervus is particularly useful on maps heavy with monsters that the Cultists can charm. Equally important, these temple enable you to recruit Warriors of Discord, who are very formidable Melee fighters.*

TEMPLE TO HELIA



Description: The basic Temple to Helia is a circular structure, mirroring the shape of the Sun. Six node stones are embedded at its center. When properly arranged, these stones convert sunlight into magical energy. This energy is released when the stones are rubbed.

Primary Function: Home for Solarii

Levels: 2

Cost (Gold): 1,000/2,000

Cost Multiplier: 2

Hit Points: 400/600

Income: 40 percent

Sight Range: 150/200

Prerequisites: Level 3 Palace

Restrictions: No temples to Lunord or Krohm may be present

Level One Abilities: Supports four Solarii • Grants the Fire Strike Building Spell

Level Two Abilities: Grants the Sun Scorch Building Spell



ROYAL TIP *The Temple to Helia adds strong protective and combative elements to the kingdom as the Solarii often Garrison in Guardhouses as well as hunt monster lairs. The temple brings decent firepower to your arsenal with its unlimited Range-Attack spells.*

TEMPLE TO KROLM



Description: While the followers of Krolm have always been loners who shunned society, it was the betrayal during the Six Winters' War that pushed the followers of Krolm to refuse to build temples alongside any of Ardanian's other religions. Krolm was the first god of humanity. His followers distrust the other gods and all those who follow them.

Primary Function: Home for Barbarians

Levels: 1

Cost (Gold): 900

Cost Multiplier: 1.5

Hit Points: 800

Income: 40 percent

Sight Range: 155

Prerequisites: Level 2 Palace

Restrictions: No temples to any other god may be present

Abilities: Supports four Barbarians • Grants the Rage of Krolm skill • All newly recruited heroes are a bit less likely to retreat, and a bit more likely to take on dangerous tasks, per Temple to Krolm in your kingdom.

ROYAL TIP



Krolm is a tough choice. If you build this temple, you lose access to all of the other ones—and all of their Building Spells. What you get in return, though, is the fantastic Rage of Krolm Building Skill—which is most effective when you have a lot of heroes. Make sure that you have a thriving economy of multiple Marketplaces and Trading Posts so you can afford to invoke the Rage of Krolm frequently. With Krolm, you have fewer temples and upgrades to spend Gold on, which leaves more for other uses.

TEMPLE TO KRYPTA



Description: Temples to the death goddess Krypta are built in the Eastern Provinces' style of architecture. The basic temple consists of a sanctuary, where the Priestesses stay, and a sacrificial area. Ten spires, representing the ribs of Krypta, surround the sacrificial altar.

Primary Function: Home for Priestesses



Levels: 3

Cost (Gold): 1,400/1,800/2,200

Cost Multiplier: 2

Hit Points: 350/425/475

Income: 40 percent

Sight Range: 100/150/200

Prerequisites: Level 2 Palace

Restrictions: No temples to Agrela, Dauros, or Krolm may be present

Level One Abilities: Supports four Priestesses • Grants the Wither Building Spell

Level Two Abilities: Grants the Animate Bones Building Spell

Level Three Abilities: Grants the Re-Animate Building Spell

ROYAL
TIP



Krypta brings the undead to town, and this is usually a very good thing. Just having a lot of controlled Skeletons running around is good for defending against all sorts of creatures. They are almost like having wandering Guardhouses. With their high Dodge, these Skeletons are particularly effective in defending against missile weapon using Dragons.

TEMPLE TO LUNORD



Description: True to the original temple built on the hilltop of ancient Garuta, Temples to Lunord are a symbol of stability and safety in any settlement.

Primary Function: Home for Adepts

Levels: 2

Cost (Gold): 1,000/2,000

Cost Multiplier: 2

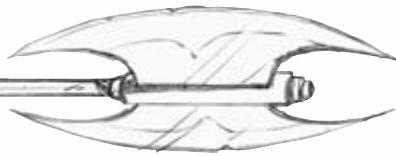
Hit Points: 350/500

Income: 40 percent

Sight Range: 125/200

Prerequisites: Level 3 Palace

Restrictions: No temples to Helia or Krolm may be present



Level One Abilities: Supports four Adepts • Grants the Winged Feet Building Spell

Level Two Abilities: Grants the Wind Storm Building Spell



The Temple to Lunord is about protection. Having one in town does great things for the defense of your kingdom, particularly from pests such as the thieving Ratmen. It also aids slower heroes, such as Dwarves, due to the Winged Feet spell.

TRADING POST



Description: Smaller traders in the frontier routinely cart their goods into the larger markets for sale. If these mule-drawn carts reach a Marketplace, the sale of their goods significantly adds to taxes collected there.

Primary Function: Producer of Caravans

Levels: 1

Cost (Gold): 600

Cost Multiplier: 1.75

Hit Points: 150

Income: 40 percent

Sight Range: 100

Prerequisites: Marketplace

Restrictions: Cannot be built within a 1,000 range of any other Marketplace or Trading Post

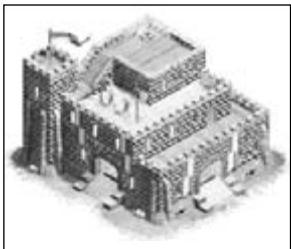
Abilities: Research Healing Potions for 300 Gold • Automatically generates a Caravan about once every 1–2 days



The Trading Post can make you a lot of money. Be very careful, though. Monsters such as Trolls are attracted to Trading Posts, so building one in an area that is not yet safe enough is just asking to have a Trading Post rubble pile. Only Research Healing Potions if you feel like your Tax Collector can make a safe trip back with the extra Gold that this adds to the Trading Post's coffers. Build one or two of these soon after you upgrade your Marketplace for the first time, as long as you have enough safe area to do so.



WARRIORS GUILD



Description: Engineered by the architects of Volencia, Warriors Guilds are stout fortifications reflecting the champions who dwell within. Often elite Warriors dedicated to Fervus or Dauros enter service in a Warriors Guild.

Primary Function: Home for Warriors, Paladins, and Warriors of Discord

Levels: 1

Cost (Gold): 800

Cost Multiplier: 2

Hit Points: 700

Income: 40 percent

Sight Range: 175

Prerequisites: None

Restrictions: Need Temple to Fervus to recruit Warriors of Discord or Temple to Dauros to recruit Paladins

Abilities: Supports a total of four Warriors, Warriors of Discord, and/or Paladins • Grants the Call to Arms skill



The Warriors Guild is often a mainstay of any kingdom. It is available with a first level Palace, and Warriors are very competent fighters. Place the guild in the direction that raiding monsters are coming from to give them a greater chance of intercepting the foes.

WIZARDS GUILD

Description: Mystery enshrouds this enigmatic structure. Few non-guild members have ever seen inside. The guilds are magically hewn from the bedrock below them, meaning only Wizards know the details of these structures. It's rumored that the large towers of a Wizards Guild are specially shaped to collect the ether winds from which guild spells are fashioned. The Wizards Guild is built and upgraded magically, without any need of physical labor.



Primary Function: Home for Wizards

Levels: 3

Cost (Gold): 1,500/2,500/3,500

Cost Multiplier: 4

Hit Points: 350/500/700

Income: 40 percent

Sight Range: 150/175/200

Prerequisites: Level 2 Palace

Restrictions: Wizard Building Spells can only be cast in a certain range around your Wizards Guilds and Wizards Towers, depending on the highest level Wizards Guild in your kingdom: 800/1,050/1,300

Level One Abilities: Supports four Wizards • Grants the Farseeing and Invisibility Building Spells • Heroes can visit and pay to enchant their weapons by +1 for a cost of 200 Gold.

Level Two Abilities: Grants the Lightning Bolt and Anti-Magic Building Spells • Heroes can visit and pay to enchant their weapons by +2 for a cost of 400 Gold • Enables Wizards Towers to be Enchanted

Level Three Abilities: Grants the Lightning Storm and Super Charge Building Spells • Heroes can visit and pay to enchant their weapons by +3 for a cost of 800 Gold.

ROYAL TIP



This guild is the heavy hitter in the spell department, and even if you do not want to recruit Wizards, its armor and weapon enchanting can be worth the cost. Another plus of the Wizards Guild is that it is built with magical energies that do not require workers. In quests where you begin with a second level Palace, it can be a great strategy to have the Peasants construct some other important building—such as a Marketplace—while the Wizards Guild constructs itself. You can even consider placing it in a remote area, as the Peasants do not need to survive walking there to build it. Another advantage to placing it in slightly more hostile territory is that it can force the somewhat tentative Wizards into combat. If it is about to come under attack, upgrade it, which has the effect of repairing it without the need of Peasants.

WIZARDS TOWER



Description: Like the Wizards Guild, the Wizards Tower is built by the careful manipulation of magical energies. No one beside members of the Wizards Guild fully understands how it functions. As with the Wizards Guild, the Tower is built magically, without any need of physical labor.

Primary Function: Extends the casting range of Wizards Guild Building Spells and acts as a defensive tower

Levels: 1

Cost (Gold): 500

Cost Multiplier: None

Hit Points: 250

Income: Nontaxable

Sight Range: 300

Prerequisites: Wizards Guild

Restrictions: Level 2 Wizards Guild needed to Enchant; May only be built within an 800 range of a Wizards Tower or Wizards Guild

Abilities: Wizard Building Spells can be cast in a radius around the tower based on the highest level Wizards Guild in your kingdom (800/1,050/1,300) • Enchant Wizards Tower skill costs 400 Gold and lasts for one and a half days. When Enchanted, the Tower fires magical bolts a Range Distance of 300 with a Range Attack of 95 that do 1–20 Damage.

ROYAL
TIP



You can employ a lot of strategies with these Towers. You can encircle your kingdom with them, using them defensively. Another idea is to build them in a line out to the frontier and build a Trading Post at the end of the line. This way not only does the Trading Post have some protection, but its Caravans do as well. Another strategy is to build them into another player's town, or to a dangerous lair, to make the Wizard Spells available in those places. Wizards Towers can also distract powerful monsters as your heroes labor to kill them.

BUILDING SPELLS

Many buildings provide you with powerful spells to directly affect the struggles in your kingdom. The Wizards Guild and every temple except Krolm provide you with these powerful incantations—for a cost.

Use them judiciously, but be certain to use them! Often these spells make the difference between the success and failure of your quest.

Spells that enhance, or diminish, a target's attributes can all be cast on the same target at the same time—but you cannot place the identical spell twice on a target at one time. The Dauros spell Stone Skin and the Monk spell Stone Skin are considered two different spells, so these can both be cast on a target at the same time!

One more thing, your Majesty, these spells cannot read your mind. Unless they are area-effect spells, they equally affect any target, whether monster or hero. You may Heal a Harpy, or Fire Strike a friendly Barbarian, so target carefully! Remember that you can target a spell on a portrait, as well as on the unit itself.

BUILDING SPELLS KEY

Cost (Gold): The cost in Gold from your treasury to cast the spell

Building and Level: The required temple or guild, along with its level, to gain access to the spell

Valid Target: Whether the spell affects a map location, any unit, any building, any enemy unit, any enemy building, or any gravestone

Effect: What the spell does when it is cast

Royal Tip: A thought from yours truly on uses for this particular bit of sorcery

ANIMATE BONES



Cost (Gold): 800

Building and Level: Temple to Krypta (2)

Valid Targets: Any unit

Effect: Creates a Skeleton follower of the target unit. • If the target dies, the Skeleton becomes uncontrolled a few seconds after the target's gravestone disappears.

ROYAL
TIP

This is a great spell for helping a hero who is outmatched, or to cast on other Skeletons controlled by a Priestess. You can get a large army out in the field with only one hero in the midst of it all—although this is a bit dangerous should that hero perish. A Skeleton follower is particularly useful for range attack and spell casting units, as it buffers them from melee attackers. Skeletons have such a high Dodge that they are fantastic against missile-attack monsters, such as Dragons.

ANTI-MAGIC SHIELD



Cost (Gold): 500

Building and Level: Wizards Guild (2)

Valid Targets: Any unit, any building

Effect: The target's Magic Resistance is increased to 90 for a third of a day.

ROYAL
TIP

Use this to protect your heroes and buildings from magic-wielding monsters, such as Vampires and Evil Occuli. It is indispensable in multiplayer quests to keep your heroes from being spell attacked. In multiplayer you can also cast it on an opponent's hero to prevent him or her from receiving helpful spells such as Healing.

BLESSING



Cost (Gold): 100

Building and Level: Temple to Agrela (2)

Valid Targets: Any unit

Effect: For half a day the target's attributes increase as follows: Hand to Hand by 10, Dodge by 15, Parry by 15, Ranged Attack by 10.



This spell is quite powerful, in particular for low-level heroes. It can easily be the difference between a starting hero gaining a level or not making it out of the first tough fight. It is usually best to cast Blessing before resorting to Healing as it's so much cheaper.

FARSEEING



Cost (Gold): 200

Building and Level: Wizards Guild (1)

Valid Targets: Map location

Effect: Reveals a portion of the hidden map.



This is your only method of uncovering hidden map areas without waiting for your heroes to do so. If you start the quest with a Wizards Guild, you can cast this spell in a few places around your Palace to give yourself a lot of construction room. Farseeing combines well with the Super Charge spell, which increases the range of the land you can uncover. It's easy to get carried away, so keep a close eye on your treasury.



FIRE STRIKE



Cost (Gold): 350

Building and Level: Temple to Helia (1)

Valid Targets: Any enemy unit

Effect: Creates a flame attack that causes 2–15 points of damage to the target. Note that this spell does not affect buildings.

ROYAL
TiP



The best thing about this spell is that there is no casting restriction, as there is with all the Wizards' direct damage spells. It's expensive, though, so use it sparingly. It's quite effective for finishing off a weakened creature or as a last-ditch method for saving a besieged building.

HEALING



Cost (Gold): 200 (Agrela) or 400 (Fervus)

Building and Level: Temple to Agrela (1) or Temple to Fervus (1)

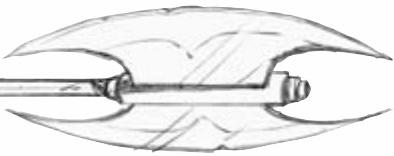
Valid Targets: Any unit

Effect: Heals target by 100 Hit Points

ROYAL
TiP



This is a very important spell for keeping your heroes alive. With this spell, you have nearly complete control over who lives and dies, if you are paying close enough attention. You can also use it to keep an out-matched monster alive so your heroes gain more Experience Points while fighting it.



ILLUSIONARY HERO



Cost (Gold): 500

Building and Level: Temple to Fervus (2)

Valid Targets: Any unit

Effect: Creates a follower replica of the target. The replica cannot attack, does have Hit Points, and can be healed. It attracts enemies just as if it were real. The replica loses one Hit Point every half-second. If it loses all of its Hit Points, the replica is destroyed.



This is best used in a close fight, on a hero that is fighting multiple enemies. Or use it on a fleeing hero and hope the monster attacks the replica. If you cast it on a monster, any heroes attacking the illusionary monster gain experience as if they were attacking the real thing.

INVISIBILITY



Cost (Gold): 400

Building and Level: Wizards Guild (1)

Valid Targets: Any unit

Effect: Target becomes invisible for five seconds, during which time nothing attacks them, even if they attack.



This is an amazing spell that works very well with archers and spell casters. In addition to being able to attack without being in harm's way, their range ability means that they do not have to "keep up" with a unit in order to attack. It is also great for getting a fleeing hero out of a jam. Another good use of Invisibility is to protect henchmen, such as your Peasants when they have to travel a long distance to get to a building that needs repair. In multiplayer quests it's a good way to protect your Tax Collector, who is often a choice target. Consider using it offensively in multiplayer, by casting it on a ranged attack monster that is bothering your opponent.



LIGHTNING BOLT



Cost (Gold): 400

Building and Level: Wizards Guild (2)

Valid Targets: Any enemy unit, any enemy building

Effect: Causes 16–35 points of damage to a unit or building.

ROYAL TIP



A great surgical strike spell, it's best used when a hero is losing a close fight. One or two Lightning Bolts can take out the monster and save the hero's life. It can also be useful for blasting a Ratman who has sneaked up to your Marketplace and is about to steal your Gold. In multiplayer it is great to use against attacking enemy heroes. While it can be used to destroy buildings, it's quite expensive to be used for that purpose. As with all offensive spells, make sure the target and the situation warrant the cost.

LIGHTNING STORM



Cost (Gold): 1,600

Building and Level: Wizards Guild (3)

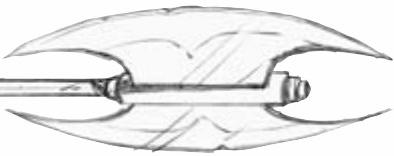
Valid Targets: Cast on any map location, affects any enemy unit and any enemy building

Effect: The spell lasts for 2.5 seconds, causing 8–25 points of damage every half second to any enemy within its 150 Range Distance.

ROYAL TIP



Lightning Storm is helpful not only for killing monsters, but also for protecting your range attack and spell casting heroes. If you cast it near one of these, any monster that approaches them starts to take damage.



PETRIFY



Cost (Gold): 1,500

Building and Level: Temple to Dauros (3)

Valid Targets: Any unit

Effect: The target is frozen in place for 19 seconds. If the target successfully makes a 1–100 roll against Magic Resistance, the spell's duration is halved.



This is an expensive but very useful spell. You can cast Petrify on a monster and your heroes continue to attack—but are not in any danger. It is an excellent spell against giant or unique monsters, although very expensive against creatures with a high Magic Resistance as the duration is likely halved. In multiplayer games it can prevent a henchman from completing a task in time, such as when a Peasant is trying to repair a building that is nearly destroyed.

RE-ANIMATE



Cost (Gold): 2,000

Building and Level: Temple to Krypta (3)

Valid Targets: Any gravestone

Effect: Brings the target back to life, with full Hit Points.



Gravestones last longer the higher the hero's level. They last a sixth of a day for every three levels of the hero, plus a sixth of a day. The cost of this spell is usually worth it after your hero has gone up to fourth or fifth level, or if they have some nice armor or weapons. You could also cast it on a monster's gravestone just after your opponent has killed it—though this may only be worth it in key situations or if it's a huge monster such as the Rock Golem.



RESURRECTION



Cost (Gold): 1,500

Building and Level: Temple to Agrela (3)

Valid Targets: Any gravestone

Effect: Brings the target back to life, with full Hit Points

ROYAL TIP



Gravestones last longer the higher the hero's level. They last a sixth of a day for every three levels of the hero, plus a sixth of a day. In multiplayer this spell can be very useful to use as a bargaining chip—saving a high-level hero that was just killed could gain you a long-term friend. This spell costs less than Re-Animate, making it tempting to use on even slightly lower-level heroes. It is less expensive to cast a few Healing spells instead of waiting to Resurrect, however.

STONE SKIN



Cost (Gold): 200

Building and Level: Temple to Dauros (1)

Valid Targets: Any unit

Effect: Increases the target's Armor by six points for half a day

ROYAL TIP



This spell is useful for just about any hero engaged in combat. It has the greatest affect for low-level heroes, because every Hit Point that gets past the Armor is even more dangerous. It is a particularly effective spell against a swarm of smaller creatures, because the Armor defends against all of their attacks individually.

SUN SCORCH



Cost (Gold): 1,200

Building and Level: Temple to Helia (2)

Valid Targets: Any enemy unit

Effect: Causes 10–28 points of damage to all visible enemies within a 90 Range Distance

ROYAL TIP



Area of effect spells are always useful against large groups of enemies. The spell is expensive because, unlike Wizard Building Spells, there is no range limitation to it. It does no damage to buildings, so you cannot use it to destroy lairs.

SUPERCHARGE



Cost (Gold): 500

Building and Level: Wizards Guild (3)

Valid Targets: Automatically cast on all of your Wizards Guilds and Wizards Towers

Effect: For half a day, the range that you can cast Wizards Guild spells around Wizards Guilds and Wizards Towers is doubled.

ROYAL TIP



This is a great spell to use in conjunction with Farseeing as it lets you quickly uncover land. It is also very helpful for giving you more time to cast offensive spells at heroes or monsters that are moving in to attack your kingdom.



VIGILANCE



Cost (Gold): 800

Building and Level: Temple to Dauros (2)

Valid Targets: Any unit

Effect: For half a day, the target's attributes increase as follows: Willpower by 10, Hand to Hand by 10, Range Attack by 10, Parry by 10, Dodge by 10, Weapon Damage by 6, and they move and attack much faster.



The raising of the attack attributes is very helpful, but the speed increase is this spell's real charm. Often heroes are coming to help with a fight but can't get there in time. Cast Vigilance, and not only do they get there, but they come with increased combat ability. The combination of Bless, Vigilance, and Stone Skin makes a hero an incredible force.

VINES



Cost (Gold): 1,000

Building and Level: Temple to Fervus (3)

Valid Targets: Any unit

Effect: The target is frozen in place for 14 seconds. If the target makes a 1–40 roll against Strength, the duration of the spell is halved as the target has broken free.



Vines, like Petrify, is a very important spell. Using it against powerful monsters, and then placing an Attack Flag on them, can give your heroes enough time to gather around and beat on the monster together. It is very expensive to use against high Strength monsters as they break free of the spell quite quickly.

WIND STORM



Cost (Gold): 1,000

Building and Level: Temple to Lunord (2)

Valid Targets: Cast on any map location, affects any enemy unit

Effect: Causes 10–24 points of Damage to all enemies within a 115 Range Distance, lasts for just over 4 seconds, and Teleports those damaged a distance of 550 in a random direction.



Wind Storm is a very helpful spell even though it does not do a lot of damage. Cast it on a monster that is approaching your range attackers or spell casters, to give your heroes additional attacks from a safe distance. The lower cost of this spell than Lightning Storm can be helpful when you don't need the damage from the spell, just the protection for your hero.

WINGED FEET



Cost (Gold): 400

Building and Level: Temple to Lunord (1)

Valid Targets: Any unit

Effect: For half a day, the target moves extremely fast and attacks slightly faster.



Getting your heroes or henchmen to where they are going much faster can be very important. If, for example, Rangers and Warriors are both moving toward a group of monsters, the Rangers may get there first and run away because they are outmatched. If you speed up your Warriors, they arrive together. Also consider casting it on Caravans and Tax Collectors to get the Gold to safety sooner.



WITHER



Cost (Gold): 300

Building and Level: Temple to Krypta (1)

Valid Targets: Any unit

Effect: For half a day, the target's Strength is decreased by 10 and it moves and attacks much more slowly.

ROYAL
TIP



Slowing down monsters can be very helpful when they are under bombardment from range or spell casting heroes or defensive buildings. It also gives more time for help to arrive. Wither is nasty against opponents' henchmen in key situations, such as their Tax Collector returning from his rounds or their Peasant trying to reach a damaged building. Use Wither in conjunction with the area effect spell Lightning Storm to make that spell all the more effective.

BUILDING SKILLS

A few buildings in your kingdom have special skills that they perform for a cost. As with spells, these can be vital to your success as Sovereign. Skills tend to have more wide-ranging effects than spells.

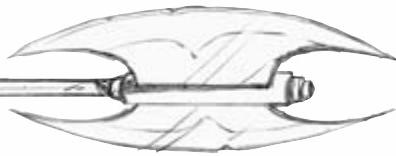
BUILDING SKILLS KEY

Cost (Gold): The cost in Gold from your treasury to use the skill

Building: The temple or guild needed to use the skill

Effect: What the skill does when it is used

Royal Tip: Ideas on useful situations in which to use the skill



CALL TO ARMS

Cost (Gold): 500

Building: Warriors Guild

Effect: Teleports Warriors, Paladins, and Warriors of Discord from that Warriors Guild back home and makes them go Berserk.

ROYAL
TIP



It can be helpful to build your Warriors Guild adjacent to a critical building, such as a Marketplace. If that building comes under heavy attack, you can then quickly teleport the Warriors (inclusive of Paladins and Warriors of Discord) back to help. Many times, particularly late in a quest, your heroes are far afield and you need them to face a danger close to home. Call to Arms is an inexpensive way to solve this problem. Call to Arms also gets your Warriors to reevaluate their actions. If you have just upgraded the Blacksmith to having better weapons, for example, and you want your Warriors to purchase them right away, cast a Call to Arms and most likely they will.

ENCHANT WIZARDS TOWER

Cost (Gold): 400

Building: Need Level 2 Wizards Guild, done at Wizards Tower

Effect: Enchants the Tower so it attacks enemies. It stays Enchanted for one and a half days, and it fires a bolt with a Ranged Attack of 95 and a Range Distance of 300 that does 1–20 Damage.

ROYAL
TIP



Even though Enchanting costs money, these Enchanted towers can be very useful in outlying areas as well as close to home. Monsters get distracted and attack an Enchanted Wizards Tower, giving weaker heroes a chance to dispatch the creature. Only enchant them when monsters are present, or the Gold cost may be wasted. Make sure to use it only when the situation is worth it.



EXTORTION

Cost (Gold): A 35 percent cut of the take

Building: Rogues Guild

Effect: 20 percent of all Gold carried by heroes is extorted by the Rogues, with the heroes keeping the remainder in their stored Gold. All buildings with Gold are completely extorted. The Rogues then take a 35 percent cut of all the extorted Gold and put the rest directly into your coffers.

ROYAL
TIP

Do a Market Day at all of your Marketplaces, and as soon as that Gold is available, do Extortion. This gives a large burst of income fairly quickly. Another good use of Extortion is to get some Gold back from an Elf, Dwarf, or Gnome who has just claimed a large pile of Gold, because their guilds are not taxed. It can also be the difference between getting enough money to cast a spell such as Resurrection, or letting a key hero die. Do not be tempted to use Extortion all the time, though, as overall it hurts your economy.

MARKET DAY

Cost (Gold): The Marketplace generates no revenue and sells no merchandise during Market Day

Building: From Research done at Level One Marketplace

Effect: Closes the Marketplace for three-quarters of a day. A Level 1 Marketplace generates 140–262 Gold. A Level 2 Marketplace generates 225–448 Gold. A Level 3 Marketplace generates 394–747 Gold.

ROYAL
TIP

It is generally not a good idea to run a Market Day, because you gain more money over time by letting the regular income take place. If you are in dire need, however, it can be a necessary evil.

MOVE CAMP

Cost (Gold): 800

Building: Rangers Guild

Effect: Allows you to move the Rangers Guild to another, explored area of the map. All occupants exit the Rangers Guild before it moves.

ROYAL
TIP



This skill is often used in a couple of different ways. You can either move a Rangers Guild out into the wilds, near an area that you want explored, or pull a guild back into the kingdom that is about to be destroyed. If you have heroes of a decent level in the guild, it is well worth the cost to move it rather than lose it. If the guild has no heroes, it costs less to just build your first one instead of moving an endangered one.

RAGE OF KROLM

Cost (Gold): 1,500

Building: Temple to Krohm

Effect: Boosts the attributes of all of your heroes for nearly half a day as follows: Strength is increased by 10, Hand to Hand by 10, Dodge by 10, Parry by 10, Hit Points and Max Hit Points by 10, and they move and attack much faster. Heroes also increase their own estimation of their abilities when judging whether to run or fight.

ROYAL
TIP



This is possibly the greatest Building Skill available, because it affects all of your heroes. Warriors, Paladins, Warriors of Discord, and Barbarians become particularly deadly with this ability. If you have a fair number of heroes on the map—and you have the Gold—consider running it constantly.



HEROES

Even though they are not under your direct control, the heroes of your kingdom are your key to victory. Entice them to do your bidding, your highness, and protect them when possible. Construct Libraries, Blacksmiths, Marketplaces, and Fairgrounds so they can spend their Gold bettering themselves. Most importantly, think wisely about which types of heroes you want in your kingdom. I have put together my humble suggestions for each class of hero.

HERO KEY

Description: A general description of the hero

Home: The building that generates this hero

Thought Process: The hero's thought process. Note that a percentage chance next to a task is not their chance of doing that task, but their chance of considering whether to do it. Heroes begin at the top of the list and work their way down it until they decide on a course of action. Every so often, or when prompted by events, they reconsider and go through their thought process again.

Allowed Armor: The armor that the hero can use, with the first item listed being the starting armor. Each item down the list has a greater Armor value than the one before it.

Allowed Weapon: The weapon that the hero can use, with the first item listed being the starting weapon. Each item down the list does an additional point of damage than the one before it.

Attack: Whether the hero uses melee, range, or spell attacks.

Spells: What spells the hero can use and at what level. See the Hero Spell section for details on the spells.

Primary Attribute Type: The attribute that is most important to this hero. When advancing in level, this attribute increases once every other level.

Special Abilities: The starting abilities of the hero, and any new ones that are learned at later levels. See the Hero Special Abilities section for more details.

Royal Tip: My thoughts on how best to utilize this hero



Attributes: See Attribute Descriptions below for an explanation of the hero's attributes.

Voice Lines: A listing of all the hero's spoken lines, and when they are spoken. To hear the Easter Egg line, press the quote key " while the hero is selected.

ATTRIBUTE DESCRIPTIONS

Artifice: The hero's stealth and craftiness. It is mainly used for stealing and gambling. When he or she is first recruited, the hero's Artifice ranges from 2 below the listed number to 3 above it.

Armor: The starting value of how effective the hero's armor is at repulsing damage

Cost: How much Gold is required to recruit this hero

Dodge: The hero's proficiency at evading missile attacks

Experience: How many Experience Points are required for the hero to reach each new level. When Experience is gained *it is divided by the current level* so it takes progressively longer to advance to each next level.

Gold: Every hero begins with 50–99 gold, so this information is not included in the listings

Greed: How greedy the hero is. A very greedy hero may even attack buildings or heroes on his or her own side to get the reward!

Hand to Hand: The hero's proficiency at hitting in melee combat. Range attack units do not use this attribute.

Hit Points: The hero's starting Hit Points, a measurement of health.

Intelligence: A measurement of the hero's logic. In combat, it is used to determine if any extra damage is done by a spell attack. A newly recruited hero's Intelligence ranges from 2 below the number listed to 3 above it.

Loyalty: How loyal the hero is to you and your kingdom. A hero with a low Loyalty may attack your own building if there is an Attack Flag on it, while one with high Loyalty may stay at an Inn while waiting for a new home if their guild is destroyed.

Luck: How lucky the hero is. It's useful when gambling and in other situations.

Magic Resistance: The hero's proficiency at resisting the effects of harmful magic



Parry: The hero's proficiency at deflecting melee attacks

Poison Weapon: The hero's chance of considering whether to poison their weapon if the opportunity exists

Ranged Attack: The hero's proficiency at missile combat. Melee and spell attack units do not use this attribute.

Range Distance: The distance that the hero can fire a ranged weapon.

Sight Range: The distance that the hero can see, which is important for revealing the hidden map areas as well as reacting to nearby dangers. This is also the distance that a spell caster can fire a spell, unless a different Range Distance is listed with the spell itself.

Speed: How fast the hero moves, on a scale of 1–5, with 5 being the fastest

Strength: The hero's overall muscle power, mainly important in determining how much damage they do with a successful melee strike. When first recruited, the hero's Strength ranges from 2 below the number listed to 3 above it.

Upgrade Armor: The hero's chance of considering upgrading his or her armor if the opportunity exists

Upgrade Weapon: The hero's chance of considering upgrading his or her weapon if the opportunity exists

Vitality: Vitality measures the hero's constitution and modifies how many Hit Points are received at each level. A newly recruited hero's Vitality ranges from 2 below the number listed to 3 above it.

Weapon Damage: The starting amount of damage that the hero's weapon does, before any modifiers for Strength.

Willpower: Willpower is a measurement of the hero's piety. It frequently determines whether a hero undertakes "sinful" activities, such as gambling or lounging. A newly recruited hero's Willpower ranges from 2 below the number listed to 3 above it.

ADEPT



Description: Trained in the use of both spells and ancient martial techniques, these followers of Lunord are a valued combat asset in any kingdom. Only the most fleet footed may be considered for training as an Adept, which usually starts in one's early teenage years.

Home: Temple to Lunord

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags

- Defend home or Palace if under assault
- Rest if needed
- Check to upgrade items or attributes
- Pursue entertainment check
- Patrol the kingdom (95 percent)
- Combat wandering monsters (60 percent)
- Combat wandering enemy heroes (55 percent)
- Visit Royal Gardens (20 percent)
- Train Magic Resistance (25 percent)
- Learn spell (40 percent)
- Go home (95 percent)
- Wander

Allowed Armor: Soft Leather Armor, Hard Leather Armor, Studded Leather Armor, Banded Armor, Leather Scale Mail



Allowed Weapon: Wooden Staff, Iron-shod Staff, Fighting Staff, Spiked Staff, Staff of Smiting, Staff of Spite

Attack: Melee, Spells

Spells: Teleport (Short) (4)

Primary Attribute Type: Strength

Special Abilities: Spell Casting



Adepts are great at guarding your kingdom. Their patrol routes take them all over the kingdom. You rarely need to worry about incursions from the Graveyards or Sewers when the Adepts are on the job.

ATTRIBUTES

Artifice: 7	Armor: 3	Cost: 500
Dodge: 75	Experience: 1,400	Greed: 2
Hand to Hand: 75	Hit Points: 17	Intelligence: 19
Loyalty: 95	Luck: 15	Magic Resistance: 0
Parry: 75	Poison Weapon: 100	Range Attack: None
Range Distance: None	Sight Range: 200	Speed: 5
Strength: 16	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 15	Weapon Damage: 8	Willpower: 16

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Now where?"
Deciding to go to a Reward Flag	"Swift action is needed!"
Seeing a hostile creature	"An ill wind blows near."
Going into combat	"Your defeat shall be swift!"
Fleeing a combat	"Give me speed, Lunord!"
Dying	"Wind has failed me . . ."
Finding something cool	"The winds blow good fortune!"
While idling	"Lunord hides our fate in the winds."
Casting a spell	"Lun-ari-AH-tis!"
Gaining a level	"The Wind Lord blesses me."
Reaching 10th level	"I can outrun the winds!"
Easter Egg	"Only Lunord can break the winds!"

BARBARIAN



Description: Followers of Ardania's oldest religion, Barbarians worship Krolm, the Lord of the Wild. Barbarians loathe civilization and its trappings. Their insane two-weapon attacks have given them a reputation as brutally fierce fighters. Barbarians have strong ties to the Rangers of Ardania dating back to the treaty of Ravenswood.

Home: Temple to Krolm

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend Rangers Guild if under assault • Rest if needed •



Check to upgrade items or attributes • Pursue entertainment check • Raid enemy building (95 percent) • Raid lair (95 percent) • Combat wandering enemy heroes (95 percent) • Combat wandering monsters (95 percent) • Explore (45 percent) • Train Magic Resistance (5 percent) • Learn spell (5 percent) • Collect special items left on the map (30 percent) • Go home (45 percent) • Wander

Allowed Armor: None



Allowed Weapon: Axe and Club, Heavy Axe and Club, Broad Axe and Club, Battle Axe and Club, Axe of Power, Axe of Death, Axe of Destiny

Attack: Melee

Spells: None

Primary Attribute Type: Vitality

Special Abilities: Critical Hit (starts at 0 percent and increases by 1 percent every level)



The upside of the Barbarians is that they can deal a lot of damage in combat. When combined with the Rage of Krolm, they are awesome warriors. However, because they don't have any armor, they can be very fragile if they do come up against an opponent with high damage attacks. It is useful to get Rangers when you have Barbarians as the Rangers may follow them and help with range support.

ATTRIBUTES

Artifice: 9	Armor: 2	Cost: 350
Dodge: 55	Experience: 1,200	Greed: 9
Hand to Hand: 85	Hit Points: 20	Intelligence: 5
Loyalty: 40	Luck: 15	Magic Resistance: 20
Parry: 45	Poison Weapon: 75	Range Attack: None
Range Distance: None	Sight Range: 180	Speed: 1
Strength: 25	Upgrade Armor: 0	Upgrade Weapon: 75
Vitality: 20	Weapon Damage: 22	Willpower: 8

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Who wants ta fight?"
Deciding to go to a Reward Flag	"Here comes trouble."
Seeing a hostile creature	(chesty growling—competitive and challenging)
Going into combat	"For the glory of Krolmmmm!"
Fleeing a combat	"I'll be back!"
Dying	"yyyyAAAAAAARG!"
Finding something cool	"This is mine now."
While idling	"Get ready to rrrrumble!"
Gaining a level	"Krolm makes me stronger."
Reaching 10th level	"I am Krolm's champion!"
Easter Egg	"Sleepin' on leaves hurts. Me want waterbed."

CULTIST



Description: Fortune smiles on these wild children of the god Fervus, "The Face of Chaos." Unlike their brutish brothers, the Warriors of Discord, Cultists are clever adventurers who use their wits as well as their weapons. They lead a carefree life, driven by sometimes perplexing spontaneity.

Home: Temple to Fervus

Thought Process: Charm animal followers (95 percent) • Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Swarm Attack with other Cultists (90 percent) • Combat wandering monsters (85 percent) • Combat wandering enemy heroes (85 percent) • Patrol creature den (60 percent) • Steal (25 percent) • Plant poison plants (55 percent) • Collect special items left on the map (45 percent) • Go home (30 percent) • Raid lair (20 percent) • Visit Royal Gardens (50 percent) • Train Magic Resistance (25 percent) • Learn Spell (30 percent) • Raid enemy building (20 percent) • Wander

Allowed Armor: Soft Leather Armor, Hard Leather Armor, Studded Leather Armor, Banded Armor, Leather Scale Mail



Allowed Weapon: Cheap Iron Dagger, Steel Dagger, Long Steel Dagger, Mithril Dagger, Dagger of the Ages, Holy Dagger, Dagger of Vengeance

Attack: Range (though the Cultist uses his Hand to Hand ability for determining success), Spells

Spells: Charm Monster (1), Camouflage (4), Change Shape (7)

Primary Attribute Type: Artifice

Special Abilities: Spell Casting, Immunity to Poison, Stealing, Planting



The ability to Charm Monsters is very useful, as it turns a strong opponent such as a Hell Bear into a friend. Even though Cultists have low Hit Points, they can generally cast Camouflage on themselves to get out of a dangerous situation—or turn into a Hell Bear with Change Shape and get a large stat increase. Place the Cultists near a Medusa lair to get those powerful creatures fighting on your side. If the Cultist decides to Swarm Attack, all Cultists making that same decision attack the one target until it is killed.

ATTRIBUTES

Artifice: 15

Armor: 3

Cost: 400

Dodge: 30

Experience: 1,157

Greed: 5

Hand to Hand: 35

Hit Points: 11

Intelligence: 21

Loyalty: 5

Luck: 19

Magic Resistance: 0

Parry: 30

Poison Weapon: 100

Range Attack: None

Range Distance: 110

Sight Range: 260

Speed: 3

Strength: 11

Upgrade Armor: 85

Upgrade Weapon: 85

Vitality: 8

Weapon Damage: 4

Willpower: 4

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"What pretty flowers!" (distractedly)
Deciding to go to a Reward Flag	"What a pretty flag!"
Seeing a hostile creature	"Here, kitty kitty kitty!"
Going into combat	"Whickitty-whack!"
Fleeing a combat	"Run-run-run-run-run . . ."
Dying	"Pretty . . . bright . . . light . . ."
Finding something cool	"I always wanted one of these . . . I think."
While idling	"Three cheers for Fervus!"
Casting a spell	(None)
Gaining a level	"Oooh. Pretty star!"
Reaching 10th level	"My soul is replenished!" (Imitating Paladin in a goofy voice)
Easter Egg	"Ugh. My loincloth's ridin' up."

DWARF



Description: Dwarves are stout adventurers more skilled in all manner of construction than any other race in Ardania. Their settlements are appropriately described as "fortresses" and come complete with auto-firing ballistae. They dislike Elves and Gnomes but may be attracted to Human settlements with a well-outfitted Blacksmith.

Home: Dwarven Settlement

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend Blacksmith if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Raid lair (75 percent) • Raid enemy building (80 percent) • Combat wandering monsters (15 percent) • Combat wandering enemy heroes (15 percent) • Help construct building (85 percent) • Collect special items left on the map (40 percent) • Visit Inn (20 percent) (for a pint of stout, I imagine . . .) • Train Magic Resistance (15 percent) • Learn spell (25 percent) • Go home (80 percent) • Wander

Allowed Armor: Partial Plate Armor, Full Plate Armor, Fine Steel Plate Armor, Mithril Plate Armor, Magic Plate Armor, Plate Armor of Destiny



Allowed Weapon: Hammer, Steel-shod Hammer, War Hammer, Heavy War Hammer, Hammer of the Fools, Hammer of the Dwarves, Hammer of the Gods

Attack: Melee

Spells: None

Primary Attribute Type: Strength

Special Abilities: Building, Immunity to Poison

ROYAL
TIP



Dwarves are greedy, so they explore for very little Gold. They build much faster than a Peasant, although if they arrive late in the quest this may not be quite as useful. Think about using speed-increasing spells, such as Winged Feet or Vigilance, as they are rather slow. When they are involved in a fight, Dwarves are quite competent. Their good Artifice makes it very likely that they will consider poisoning their weapon.

ATTRIBUTES

Artifice: 23

Armor: 9

Cost: 500

Dodge: 25

Experience: 1,500

Greed: 20

Hand to Hand: 70

Hit Points: 22

Intelligence: 9

Loyalty: 15

Luck: 15

Magic Resistance: 70

Parry: 40

Poison Weapon: 75

Range Attack: None

Range Distance: None

Sight Range: 150

Speed: 1

Strength: 19

Upgrade Armor: 100

Upgrade Weapon: 100

Vitality: 22

Weapon Damage: 12

Willpower: 16



VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"To build or to bash?"
Deciding to go to a Reward Flag	"More work to do."
Seeing a hostile creature	"Not now, I've got work to do."
Going into combat	"This hammer bashes heads, too!"
Fleeing a combat	"If I had my good hammer you'd be sorry."
Dying	"There's no fixing this . . ."
Finding something cool	"Ah. A fine piece of work."
While idling	"Ho-diddly-hey-diddly-ho-diddly-ho." (Dwarven work song)
Gaining a level	"Hard work is its own reward."
Reaching 10th level	"I just keep getting better at this."
Easter Egg	"My wife's beard is even more attractive!"

ELF



Description: The Elves of Ardania are notorious revelers, prone to the vices of wine and debauchery. They dislike Dwarves and Gnomes, but may join settlements with strong economies and an Inn in which they can play their musical instruments.

Home: Elven Bungalow

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend

Gambling Hall if under assault • Defend Elven Lounge if under assault • Rest if needed • Check to upgrade items or attributes • Visit Inn to entertain (50 percent) • Pursue entertainment check • Visit the Trading Post to entertain (35 percent) • Visit the Marketplace to entertain (20 percent) • Combat wandering monsters (80 percent) • Combat wandering enemy heroes (80 percent) • Raid lair (15 percent) • Raid enemy building (15 percent) • Steal (50 percent) • Collect special items left on the map (80 percent) • Visit Royal Gardens (45 percent) • Train Magic Resistance (25 percent) • Learn spell (55 percent) • Go home (90 percent) • Wander

Allowed Armor: Iron Chain Mail, Steel Chain Mail, Enhanced Chain Mail, Mithril Chain Mail, Impervious Chain Mail, Ultimate Chain Mail



Allowed Weapon: Longbow, Fine Longbow, Yew Longbow, Composite Longbow, Seeker Longbow, Finder Longbow, Avenger Longbow

Attack: Range

Spells: None

Primary Attribute Type: Artifice

Special Abilities: Stealing and Entertaining

ROYAL TIP



Elves are very greedy, so they chase after Reward Flags without a lot of incentive. Their high Sight Range means that they uncover a lot of the map while doing so. The downside to their greed is that you do not get any of their money back, as their guilds are nontaxable. Invisibility on Elves is a powerful combination.

ATTRIBUTES

Artifice: 20	Armor: 6	Cost: 500
Dodge: 60	Experience: 1,600	Greed: 23
Hand to Hand: None	Hit Points: 11	Intelligence: 16
Loyalty: 15	Luck: 15	Magic Resistance: 30
Parry: 15	Poison Weapon: 100	Range Attack: 90
Range Distance: 260	Sight Range: 280	Speed: 3
Strength: 10	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 11	Weapon Damage: 6	Willpower: 6

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Where's the action?"
Deciding to go to a Reward Flag	"This will be a quick bit of Gold."
Seeing a hostile creature	"A threat!"
Going into combat	"You're a menace."
Fleeing a combat	"Victory's not in the cards."
Dying	"No fun . . . at all . . ."
Finding something cool	"Exquisite!"
While idling	"Long live the Elves!"
Gaining a level	"Refreshing!"
Reaching 10th level	"I feel goooooood."
Easter Egg	"I'm lookin' good!"

GNOOME



Description: Gnomes are filthy little creatures who live in hovels that are easily mistaken for scrap heaps. Other races shun settlements that accept Gnomes into their service.

Home: Gnome Hovel

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Help Construct Building (75 percent) • Combat wandering monsters (20 percent) • Combat wandering enemy heroes (10 percent) • Visit Royal Gardens (50 percent) • Train Magic Resistance (10 percent) • Learn spell (15 percent) • Go home (90 percent) • Wander

Allowed Armor: None



Allowed Weapon: Cheap Iron Dagger, Steel Dagger, Long Steel Dagger, Mithril Dagger, Dagger of the Ages, Holy Dagger, Dagger of Vengeance

Attack: Melee

Spells: None

Primary Attribute Type: Willpower

Special Abilities: Building

ROYAL
TIP



As they can leave a bit to be desired in the hero category, Gnomes do not count toward being a hero for upgrading your Palace. However, they build and repair like lightning. This can result in a very fast start at the beginning of the quest. They are also very helpful on quests with a lot of Raiders, due to their quick repair ability.



ATTRIBUTES

Artifice: 12	Armor: 0	Cost: 100
Dodge: 75	Experience: 750	Greed: 1
Hand to Hand: 20	Hit Points: 3	Intelligence: 12
Loyalty: 45	Luck: 21	Magic Resistance: 0
Parry: 75	Poison Weapon: 100	Range Attack: None
Range Distance: None	Sight Range: 180	Speed: 2
Strength: 1	Upgrade Armor: 75	Upgrade Weapon: 75
Vitality: 3	Weapon Damage: 4	Willpower: 18

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Hmmm . . ."
Deciding to go to a Reward Flag	"At last—some adventure!"
Seeing a hostile creature	"Now's my chance!"
Going into combat	"Dieeeeeeee!"
Fleeing a combat	"I wasn't trying to hurt you . . ."
Dying	"But . . . I'm just a gnome . . ."
Finding something cool	"Always wanted one of these!"
While idling	"Hody-do-de-dody-do."
Gaining a level	"Hey! I'm getting' better at this!"
Reaching 10th level	"I am a champion!"
Easter Egg	"Is this gonna hurt bad?"

HEALER



Description: These caring souls possess the healing powers of the goddess Agrela, the Good Mother. Heroes of other guilds and aligned temples benefit from the Healers' curative spells. Their duty draws them to combat so that they may heal those fighting for the cause of good.

Home: Temple to Agrela

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags

- Defend home or Palace if under assault
- Rest if needed
- Check to upgrade items or attributes
- Heal Others (95 percent)
- Follow and Heal a Warrior (75 percent)
- Follow and Heal a Wizard (35 percent)
- Follow and Heal a Tax



Collector (50 percent) • Plant healing plants (50 percent) • Visit Inn (20 percent) • Visit Royal Gardens (50 percent) • Train Magic Resistance (35 percent)
• Go home (90 percent) • Wander

Allowed Armor: None



Allowed Weapon: Cheap Iron Dagger, Steel Dagger, Long Steel Dagger, Mithril Dagger, Dagger of the Ages, Holy Dagger, Dagger of Vengeance

Attack: Melee, Spells

Spells: Heal (1), Meditation (4), Aura of Peace (7)

Primary Attribute Type: Intelligence

Special Abilities: Planting, Rebirth, Spell Casting

ROYAL
TIP



Healers may follow and cast Healing on a Warrior or Wizard, which makes these heroes much more durable. This is a strong combination and is good for nurturing high level heroes. They may also follow and cast Healing on your Tax Collector, which is a great benefit. Healers do not fight unless attacked. Just make sure that you find ways to increase their Loyalty in multiplayer quests, such as with Statues or Royal Gardens, or they might Heal your opponent's heroes—Healers are very altruistic by nature and may care about life over politics.

ATTRIBUTES

Artifice: 3	Armor: 0	Cost: 300
Dodge: 40	Experience: 900	Greed: 1
Hand to Hand: 15	Hit Points: 7	Intelligence: 22
Loyalty: 50	Luck: 15	Magic Resistance: 0
Parry: 25	Poison Weapon: 10	Range Attack: None
Range Distance: None	Sight Range: 220	Speed: 2
Strength: 1	Upgrade Armor: 0	Upgrade Weapon: 10
Vitality: 7	Weapon Damage: 4	Willpower: 25

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Who needs my aid?"
Deciding to go to a Reward Flag	"Let me help."
Seeing a hostile creature	"Danger is near."
Going into combat	"Agrela, forgive me."
Fleeing a combat	"I must find a haven."
Dying	"I will be reborn."
Finding something cool	"Some good could come of this!"
While idling	"Let Agrela help."
Casting a spell	"Suuuuuewww"
Gaining a level	"Agrela smiles upon me."
Reaching 10th level	"I can now help so many more."
Easter Egg	"Can't we all just all get along?"

МОНК



Description: Monks are the warrior priests of Dauros, the Law Keeper. They use no weapons or armor, relying on their martial discipline. While their vow of silence lends an air of mystery, soothing melodic chants can sometimes be heard drifting from their temple walls.

Home: Temple to Dauros

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags

- Defend home or Palace if under assault
- Defend Marketplace if under assault
- Rest if needed
- Guard a Healer (95 percent)
- Guard a Caravan (75 percent)
- Combat wandering monsters (75 percent)
- Raid lair (50 percent)
- Visit Inn (50 percent)
- Visit Royal Gardens (40 percent)
- Train Magic Resistance (45 percent)
- Learn spell (55 percent)
- Collect special items left on the map (70 percent)
- Go home (60 percent)
- Wander

Allowed Armor: None

Allowed Weapon: None—the Monk uses his fists

Attack: Melee, Spells

Spells: Hands of Steel (1), Stone Skin (4), Iron Will (7)

Primary Attribute Type: Willpower

Special Abilities: Spell Casting



Monks are slow moving, but when they arrive they come with authority. Once they get Iron Will, Monks are nearly invulnerable. After a Monk gets to fourth level, they can usually survive without much care on your part. Consider casting Vigilance or Winged Feet on Monks to increase their usefulness.

ATTRIBUTES

Artifice: 5	Armor: 0	Cost: 550
Dodge: 70	Experience: 1,400	Greed: 2
Hand to Hand: 55	Hit Points: 19	Intelligence: 20
Loyalty: 30	Luck: 15	Magic Resistance: 30
Parry: 75	Poison Weapon: 0	Range Attack: None
Range Distance: None	Sight Range: 200	Speed: 1
Strength: 17	Upgrade Armor: 0	Upgrade Weapon: 0
Vitality: 19	Weapon Damage: 8	Willpower: 27

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Ohm." (calmly)
Deciding to go to a Reward Flag	"Ah-Ha!" (decidedly)
Seeing a hostile creature	"Ohhhh" (disturbed)
Going into combat	"Oy-yoh!" (delighted)
Fleeing a combat	"Ohhhhh" (dejected)
Dying	"Ooooooo . . ." (disappointed)
Finding something cool	"Ahhhhh!" (excited)
While idling	"Om-ni-ah-omen-ah-ni-om." (sing-song)
Casting a spell	"Ohm-ni-AH" (calmly)
Gaining a level	"Ahhh" (pleased)
Reaching 10th level	"Ahhh Haa" (really excited)
Easter Egg	(burps)

PALADIN



Description: Devout followers of Dauros, the Law Keeper, Paladins train extensively within the Warriors Guild. Their single-minded dedication to the law makes others perceive them as painfully self-righteous. A fully trained Paladin is a significant ally in your campaigns against the evil denizens of Ardania's untamed frontiers.

Home: Warriors Guild (needs a Temple to Dauros)

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend Temple to Dauros if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Raid lair (85 percent) • Raid enemy building (85 percent) • Combat wandering monsters (90 percent) • Combat wandering enemy heroes (80 percent) • Visit Royal Gardens (10 percent) • Train Magic Resistance (25 percent) • Go home(80 percent) • Wander

Allowed Armor: Partial Plate Armor, Full Plate Armor, Fine Steel Plate Armor, Mithril Plate Armor, Magic Plate Armor, Plate Armor of Destiny



Allowed Weapon: Short Sword, Broadsword, Longsword, Fine Steel Longsword, Longsword of Flaying, Longsword of Decapitation, Longsword of Annihilation

Attack: Melee, Spells

Spells: Shield of Light (4)

Primary Attribute Type: Intelligence

Special Abilities: Spell Casting



Paladins are very useful warriors and once they get their Shield of Light spell, they can go one on one against a powerful creature, such as a Vampire or Werewolf.

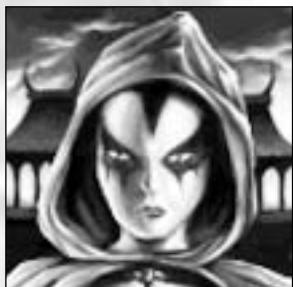
ATTRIBUTES

Artifice: 10	Armor: 10	Cost: 1000
Dodge: 55	Experience: 2,000	Greed: 3
Hand to Hand: 85	Hit Points: 21	Intelligence: 14
Loyalty: 90	Luck: 15	Magic Resistance: 5
Parry: 75	Poison Weapon: 0	Range Attack: None
Range Distance: None	Sight Range: 200	Speed: 2
Strength: 21	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 20	Weapon Damage: 10	Willpower: 23

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Dauros, reveal my destiny."
Deciding to go to a Reward Flag	"I deem your mandate just."
Seeing a hostile creature	"The unholy are near."
Going into combat	"My blade is swift. Your life is short."
Fleeing a combat	"Dauros has spared you . . . for now."
Dying	"Evil has won . . ."
Finding something cool	"An item of holy significance!"
While idling	"The law of Dauros is above all others."
Casting a spell	"Energies of Light!"
Gaining a level	"Praise Dauros!"
Reaching 10th level	"I am enlightened!"
Easter Egg	"Dauros, grant me better headgear."

PRIESTESS



Description: The sinister followers of Krypta, Goddess of Death, Priestesses wield powerful necromantic spells. Krypta's followers do not acknowledge such mortal trivia as titles or societal classes. As a result, they have little respect for Ardania's nobility.

Home: Temple to Krypta

Thought Process: Create Skeleton followers (95 percent) • Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Combat wandering monsters (75



percent) • Combat wandering enemy heroes (70 percent) • Raid lair (40 percent) • Raid enemy building (30 percent) • Explore (50 percent) • Visit Royal Gardens (15 percent) • Train Magic Resistance (45 percent) • Learn spell (70 percent) • Go home (80 percent) • Wander

Allowed Armor: None



Allowed Weapon: Wooden Staff, Iron-shod Staff, Fighting Staff, Spiked Staff, Staff of Smiting, Staff of Spite—though they do not use their staffs in Hand to Hand or upgrade them at the Blacksmith

Attack: Spells

Spells: Drain Life (1), Animate Skeleton (1), Control Undead (7)

Primary Attribute Type: Intelligence

Special Abilities: Spell Casting



Royal Tip Priestesses are quite weak in combat, but their *Animate Skeleton* spell more than makes up for it. Having a small entourage of Skeleton followers not only provides more characters fighting for your kingdom, but they give Experience Points to their Priestess mistress as they fight and explore. This is a great way to get a Priestess up to seventh level, when the *Control Undead* spell is learned. On a map heavy with Vampires, this spell is a great weapon to have in your arsenal. If the Priestess already has three Skeletons, have one killed with an Attack Flag to make room for a Vampire. Also, because Skeleton followers often guard the home guild, if you build the guild near a crucial building such as the Marketplace, it provides additional defenses.

ATTRIBUTES

Artifice: 5	Armor: 0	Cost: 400
Dodge: 20	Experience: 1,200	Greed: 3
Hand to Hand: 20	Hit Points: 10	Intelligence: 24
Loyalty: 30	Luck: 15	Magic Resistance: 35
Parry: 10	Poison Weapon: 0	Range Attack: None
Range Distance: None	Sight Range: 220	Speed: 1
Strength: 2	Upgrade Armor: 80	Upgrade Weapon: 0
Vitality: 6	Weapon Damage: 8	Willpower: 18

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Krypta, what is your bidding?"
Deciding to go to a Reward Flag	"That's Death's reward."
Seeing a hostile creature	"Are you willing to flirt with death?"
Going into combat	"Blood for the Goddess of Death!"
Fleeing a combat	"Another day, Krypta."
Dying	"At last...."
Finding something cool	"This now belongs to Krypta!"
While idling	"Pestilence and decay...."
Casting a spell	"So-See-Varr"
Gaining a level	"One step closer... to oblivion."
Reaching 10th level	"I face Death with renewed strength."
Easter Egg	"This game is to die for!"

RANGER



Description: Confident loners, Ardenia's Rangers are most satisfied when prowling the unknown wilderness. They have all sworn an oath to support the Barbarians of Krolm, whom they view as kindred spirits.

Home: Rangers Guild

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend

Trading Post if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Collect healing herbs (95 percent) • Follow and support a Barbarian (90 percent) • Explore (95 percent) • Combat wandering monsters (75 percent) • Combat wandering enemy heroes (55 percent) • Journey to distant lands (30 percent) • Go home (15 percent) • Train Magic Resistance (15 percent) • Learn spell (30 percent) • Raid lair (15 percent) • Raid enemy building (10 percent) • Visit Royal Gardens (30 percent) • Visit Inn (15 percent) • Wander

Allowed Armor: Soft Leather Armor, Hard Leather Armor, Studded Leather Armor, Banded Armor, Leather Scale Mail



Allowed Weapon: Longbow, Fine Longbow, Yew Longbow, Composite Longbow, Seeker Longbow, Finder Longbow, Avenger Longbow

Attack: Range

Spells: None

Primary Attribute Type: Strength

Special Abilities: Harvesting, Journeying to Distant Lands

ROYAL TIP



With every level that Rangers increase, their Sight Range and Attack Range increase by 10. When a monster is killed and the nearby heroes split the loot, Rangers can be twice as far away as other heroes and still get a share. Rangers are great for exploring and moving quickly. Poison from the Rogues Guild is very handy for Rangers.

ATTRIBUTES

Artifice: 18	Armor: 3	Cost: 350
Dodge: 50	Experience: 1,250	Greed: 3
Hand to Hand: None	Hit Points: 14	Intelligence: 16
Loyalty: 10	Luck: 15	Magic Resistance: 0
Parry: 15	Poison Weapon: 100	Range Attack: 75
Range Distance: 250	Sight Range: 260	Speed: 3
Strength: 12	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 13	Weapon Damage: 6	Willpower: 18

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"This trail looks recent."
Deciding to go to a Reward Flag	"My services may help."
Seeing a hostile creature	"An unwelcome guest."
Going into combat	"My aim is true."
Fleeing a combat	"Tough fight!"
Dying	"I join the wild spirits . . ."
Finding something cool	"A good find!"
While idling	"I take the paths less traveled."
Gaining a level	"I feel revitalized!"
Reaching 10th level	"Wild adventure builds character!"
Easter Egg	"Maybe I could stop and ask directions?"

ROGUE



Description: Secretive and ruthless, Ardanian Rogues are regarded as the least loyal heroes in any realm. Their entire lives revolve around the quest for more Gold, making them easily swayed by the offer of rewards. They are one of the few heroes in the land to regularly employ crossbows.

Home: Rogues Guild

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags

- Defend home or Palace if under assault • Defend Gambling Hall if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Loot gravestones (100 percent) • Steal (95 percent) • Collect special items left on the map (90 percent) • Collect poison plants (90 percent) • Train Magic Resistance (15 percent) • Learn spell (25 percent) • Combat wandering monsters (65 percent) • Combat wandering enemy heroes (55 percent) • Raid lair (35 percent) • Visit Inn (35 percent) • Explore (20 percent) • Visit Royal Gardens (30 percent) • Go home(95 percent) • Wander

Allowed Armor: Soft Leather Armor, Hard Leather Armor, Studded Leather Armor, Banded Armor, Leather Scale Mail



Allowed Weapon: Light Crossbow, Crossbow, Heavy Crossbow, Excellent Crossbow, Crossbow of Pain, Crossbow of Accuracy, Crossbow of Destruction

Attack: Range

Spells: None

Primary Attribute Type: Artifice

Special Abilities: Harvesting, Looting Gravestones, Stealing

ROYAL
TIP



The high Greed of the Rogue is great for getting them to go after an Explore Flag. It is also great to see them steal Gold from a lair before you are strong enough to destroy it. Rogues also steal from your opponent in multiplayer quests. Just make sure that you find ways to increase their Loyalty, such as with Statues or Royal Gardens, or they might attack your own building for the Gold if a bounty is placed on it by another player.

ATTRIBUTES

Artifice: 25	Armor: 3	Cost: 275
Dodge: 45	Experience: 1,000	Greed: 26
Hand to Hand: None	Hit Points: 11	Intelligence: 15
Loyalty: 0	Luck: 16	Magic Resistance: 0
Parry: 35	Poison Weapon: 100	Range Attack: 55
Range Distance: 130	Sight Range: 200	Speed: 3
Strength: 9	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 11	Weapon Damage: 8	Willpower: 3

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Where's the Gold?"
Deciding to go to a Reward Flag	"What an delicious-looking reward!"
Seeing a hostile creature	"You won't get my Gold!"
Going into combat	"Let's see what you've got!"
Fleeing a combat	"I'm outta here."
Dying	"Leave my Gold alone!"
Finding something cool	"Nobody will miss this . . ."
While idling	"One day, this will all be mine."
Gaining a level	"My ambition has paid off."
Reaching 10th level	"Keep it comin'!"
Easter Egg	"What's mine is mine. What's yours is mine!"

SOLARUS



Description: Women warriors of the Sun god Solarus, these devout guardians add significantly to the defenses throughout Ardania. They view the followers of Lunord, the Moon god, with disdain. (Solarii is the plural.)

Home: Temple to Helia

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags

- Defend home or Palace if under assault • Defend Marketplace if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Find hidden lairs and raid lairs (95 percent) • Garrison check (50 percent) • Explore (75 percent) • Visit Royal



Gardens (15 percent) • Train Magic Resistance (15 percent) • Learn spell (50 percent) • Go home (5 percent) • Wander

Allowed Armor: Iron Chain Mail, Steel Chain Mail, Enhanced Chain Mail, Mithril Chain Mail, Impervious Chain Mail, Ultimate Chain Mail



Allowed Weapon: Mace, Weighted Mace, Spiked Mace, Lead-Filled Mace, Crusher, Flattener, Spindler

Attack: Melee, Spells

Spells: Sun Scorch (4)

Primary Attribute Type: Strength

Special Abilities: Spell Casting



Solarii can use their innate magical powers to find hidden lairs. They sometimes also help Garrison the city along with City and Veteran Guards. Solarii pack a good punch in combat, particularly once they learn Sun Scorch.

ATTRIBUTES

Artifice: 6	Armor: 6	Cost: 500
Dodge: 60	Experience: 1,000	Greed: 3
Hand to Hand: 85	Hit Points: 25	Intelligence: 16
Loyalty: 15	Luck: 15	Magic Resistance: 0
Parry: 55	Poison Weapon: 100	Range Attack: None
Range Distance: None	Sight Range: 200	Speed: 2
Strength: 19	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 18	Weapon Damage: 12	Willpower: 15



VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Give me a sign!"
Deciding to go to a Reward Flag	"This goal blazes brightly for me."
Seeing a hostile creature	"You're playing with fire . . ."
Going into combat	"I'll reduce you to ashes!"
Fleeing a combat	"Darkness has won the day."
Dying	"I am extinguished . . ."
Finding something cool	"A reward from the sun goddess!"
While idling	"Hotter! Brighter!"
Casting a spell	(None)
Gaining a level	"My soul blazes brighter!"
Reaching 10th level	"Blessings to the Phoenix!"
Easter Egg	"Ugh. Those Elves look so pasty!"

WARRIOR



Description: These chivalrous champions of the realm balance skill at arms with extensive training in weapons and armor. They are the stalwart protectors of Agrela's temples and her servants, the Healers.

Home: Warriors Guild

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend Temple to Agrela if under assault • Rest if needed •

Check to upgrade items or attributes • Pursue entertainment check • Raid lair (95 percent) • Raid enemy building (90 percent) • Combat wandering monsters (95 percent) • Combat wandering enemy heroes (95 percent) • Visit Inn (50 percent) • Train Magic Resistance (10 percent) • Learn spell (10 percent) • Collect special items left on the map (20 percent) • Go home (90 percent) • Visit Royal Gardens (20 percent) • Explore (45 percent) • Wander



Allowed Armor: Partial Plate Armor, Full Plate Armor, Fine Steel Plate Armor, Mithril Plate Armor, Magic Plate Armor, Plate Armor of Destiny



Allowed Weapon: Short Sword, Broadsword, Longsword, Fine Steel Longsword, Longsword of Flaying, Longsword of Decapitation, Longsword of Annihilation

Attack: Melee

Spells: None

Primary Attribute Type: Strength

Special Abilities: None

ROYAL
TIP



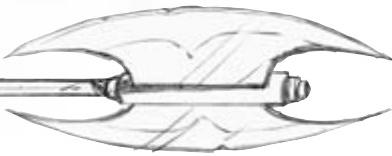
Warriors are a great all-around fighting hero. In many cases, the Warrior does the brunt of the work of protecting your kingdom—particularly early in the quest. They are somewhat eclipsed by the heroes gained later in your quest, unless they have survived long enough to become high level.

ATTRIBUTES

Artifice: 7	Armor: 9	Cost: 450
Dodge: 35	Experience: 1,000	Greed: 12
Hand to Hand: 70	Hit Points: 18	Intelligence: 8
Loyalty: 30	Luck: 15	Magic Resistance: 0
Parry: 45	Poison Weapon: 100	Range Attack: None
Range Distance: None	Sight Range: 185	Speed: 1
Strength: 18	Upgrade Armor: 100	Upgrade Weapon: 100
Vitality: 18	Weapon Damage: 10	Willpower: 14

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Where does duty call me?"
Deciding to go to a Reward Flag	"Problem? I'm on my way!"
Seeing a hostile creature	"A foul beast approaches . . ."
Going into combat	"Prepare to die."
Fleeing a combat	"Call in the reinforcements!"
Dying	"My service ends . . ."
Finding something cool	"This item looks useful!"
While idling	"I'm ready for any trouble."
Gaining a level	"My prowess is unmatched."
Reaching 10th level	"Now I'm ready for anything!"
Easter Egg	"Hut-Hut-Hut-Hut."



WARRIOR OF DISCORD



Description: Warriors of Discord are chaos personified. Truly insane brutes spawned by priests of Fervus, they are trained in a Warriors Guild to wield huge bladed polearms. They are frightening not only because of their massive, over-muscled bodies, but also by their disconnection from reality.

Home: Warriors Guild (needs a Temple to Fervus)

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags

- Defend home or Palace if under assault
- Defend Temple to Fervus if under assault
- Rest if needed
- Check to upgrade items or attributes
- Pursue entertainment check
- Raid enemy building (95 percent)
- Raid lair (95 percent)
- Combat wandering enemy heroes (95 percent)
- Combat wandering monsters (95 percent)
- Visit Royal Gardens (20 percent)
- Train Magic Resistance (5 percent)
- Learn spell (5 percent)
- Go home (50 percent)
- Wander



Allowed Armor: Leather Harness, Razor Harness, Chaos Armor, Ultra Chaos Armor, Anti-Enthalpy Armor, Ultimate Chaos Armor



Allowed Weapon: Blade-stick, Razor Blade-stick, Chaos Blade-stick, Ultra Chaos Blade-stick, Entropy Avenger, Random Slayer, Weapon of Death

Attack: Melee

Spells: None

Primary Attribute Type: Vitality

Special Abilities: Attack Multiple Foes (at level 3), Critical Hit (3 percent), Immunity to Poison

ROYAL
TIP



Even though they are slow and a bit weird, the Warrior of Discord's Critical Hit ability and high Strength and Vitality make them a force to be reckoned with. You may need to take a bit more care of them at times, because they are not usually smart enough to buy Healing Potions or upgrades.



ATTRIBUTES

Artifice: 3	Armor: 5	Cost: 900
Dodge: 30	Experience: 2,000	Greed: 4
Hand to Hand: 95	Hit Points: 35	Intelligence: 2
Loyalty: 0	Luck: 15	Magic Resistance: 5
Parry: 30	Poison Weapon: 100	Range Attack: None
Range Distance: None	Sight Range: 200	Speed: 1
Strength: 35	Upgrade Armor: 75	Upgrade Weapon: 75
Vitality: 35	Weapon Damage: 16	Willpower: 12

VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"I... Uh... Hey, I'll... Uhhh... Oh, \$#@&*%!"
Deciding to go to a Reward Flag	"Giddyup!"
Seeing a hostile creature	"Gonna git ya!"
Going into combat	(Animal scream, followed by) "Hi"
Fleeing a combat	"Cluck, cluck, boooock."
Dying	"Play nice!"
Finding something cool	"Thingie!"
While idling	"Bark, bark, bark."
Gaining a level	(Wolf howl)
Reaching 10th level	"Whooo, whoo, whooooo!"
Easter Egg	"That tickles!"

WIZARD



Description: The Wizards of Ardenia dwell in enchanted guild halls where they study and refine their battle magic. A lifetime of researching the arcane often leaves them easily distracted and detached from the details of everyday life.

Home: Wizards Guild

Thought Process: Check for nearby hostile creatures or heroes • Check for interest in Reward Flags • Defend home or Palace if under assault • Defend Library if under assault • Defend Marketplace if under assault • Rest if needed • Check to upgrade items or attributes • Pursue entertainment check • Learn new spell at Library (90 percent) • Train Intelligence at Library (55 percent) •



Train Magic Resistance at Library (15 percent) • Follow and support a Barbarian (30 percent) • Follow and support a Monk (20 percent) • Raid lair (45 percent) • Raid enemy building (30 percent) • Combat wandering monsters (65 percent) • Combat wandering enemy heroes (60 percent) • Explore (50 percent) • Visit Royal Gardens (5 percent) • Go home (85 percent) • Wander

Allowed Armor: None



Allowed Weapon: Wooden Staff, Iron-shod Staff, Fighting Staff, Spiked Staff, Staff of Smiting, Staff of Spite—though they do not use their staff in Hand to Hand or upgrade it at the Blacksmith

Attack: Spells

Spells: Energy Blast (1), Fire Shield (2), Teleport (4), Fire Ball (5), and Resist Magic (6) and Fire Blast (3) and Meteor Storm (7) with appropriate research at the Library

Primary Attribute Type: Intelligence

Special Abilities: Spell Casting



Wizards are the best spell casters in Ardania. If they can survive to higher levels, they are awesomely powerful. The survival part is not always easy, though. Wizards have so few Hit Points, that carefully watching over them with Healing, Invisibility, and other helpful spells is necessary. Be careful on quests where the monsters have Magic Mirror or a high Magic Resistance, as these are deadly to a Wizard.

ATTRIBUTES

Artifice: 4	Armor: 0	Cost: 500
Dodge: 25	Experience: 2,000	Greed: 11
Hand to Hand: 25	Hit Points: 4	Intelligence: 25
Loyalty: 30	Luck: 15	Magic Resistance: 35
Parry: 15	Poison Weapon: 0	Range Attack: None
Range Distance: None	Sight Range: 240	Speed: 1
Strength: 1	Upgrade Armor: 0	Upgrade Weapon: 0
Vitality: 4	Weapon Damage: 8	Willpower: 17



VOICE LINES

Situation	Phrase Spoken
Deciding what to do	"Hmmmm?"
Deciding to go to a Reward Flag	"Ah-ha! My services are required!"
Seeing a hostile creature	"What's that sound?"
Going into combat	"By Fandall's beard!"
Fleeing a combat	"I'm done for!"
Dying	"I'm melting!"
Finding something cool	"This is interesting"
While idling	"Where did I put my spell book?"
Casting a spell	"Abderazzaq!"
Gaining a level	"My power grows."
Reaching 10th level	"Practice makes perfect."
Easter Egg	"He who laughs last is worth two in the bush."

HERO SPELLS

Many heroes can cast spells of their own. They start with some spells and gain others over time or through study at the Library. There are even two spells at the Library, Power Shock and Flame Shield, that any hero with enough Intelligence can learn. As the heroes themselves choose when and where to use their spells, I have not included tips for them.

HERO SPELLS KEY

Used By: The hero type who uses this spell

Acquired: When or how the spell is acquired

Range Distance: The distance that the spell travels

Recharge Rate: How long it takes before the same hero can cast the same spell again

Effect: What the spell does to its target

ANIMATE SKELETON



Used By: Priestess

Level Acquired: 1

Range Distance: Self

Recharge Rate: 7 seconds

Effect: Creates one Skeleton follower, to a maximum of one for every two levels or three Skeletons maximum, including any she has been given from the Building Spell Animate Bones. If the Priestess is killed, the Skeleton returns to its normal behavior a few seconds after her gravestone disappears.

AURA OF PEACE



Used By: Healer

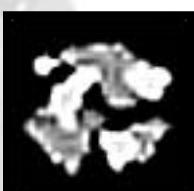
Level Acquired: 7

Range Distance: Self

Recharge Rate: Just over one day

Effect: Caster becomes unseen by enemies and is not attacked for just over one day, even if the hero attacks.

CAMOUFLAGE



Used By: Cultist

Level Acquired: 4

Range Distance: Self

Recharge Rate: Third of a day

Effect: The caster is unseen by enemies for about a sixth of a day, and is thus not attacked. If the hero attacks, however, the effect is removed.

CHANGE SHAPE



Used By: Cultist

Level Acquired: 7

Range Distance: Self

Recharge Rate: Nearly one day

Effect: The caster becomes a Hell Bear for nearly half a day.

This increases the unit's statistics to Armor: 6, Strength: 10, Vitality: 15, Maximum Hit Points: 35, and Hit Points: 35.

CHARM MONSTER



Used By: Cultist

Level Acquired: 1

Range Distance: 200

Recharge Rate: 5 seconds

Effect: Charms the target animal until the caster is killed.

The Cultist can have up to three animal followers. Animals include: Roc, Giant Rat, Giant Spider, Varg, Medusa, Hell Bear, Rust Spitter, and Werewolf. If the Cultist dies, the animal returns to its normal behavior a few seconds after the Cultist's gravestone disappears.

CONTROL UNDEAD



Used By: Priestess

Level Acquired: 7

Range Distance: 160

Recharge Rate: 5 seconds

Effect: Charms an undead to become a follower until the Priestess is killed. The Priestess can have three followers. Undead include Skeletons, Vampires, and Zombies. If the Priestess dies, the target returns to its normal behavior a few seconds after the Priestess's gravestone disappears.

DRAIN LIFE



Used By: Priestess

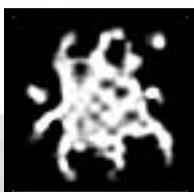
Level Acquired: 1

Range Distance: 160

Recharge Rate: 2.5 seconds

Effect: Does 15 points of damage, and if the target was a hero or monster, it also heals the caster for 5 points if she needs it, otherwise the most nearby Charmed Skeleton within the caster's Sight Range is healed for 5 points.

ENERGY BLAST



Used By: Wizard

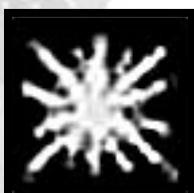
Level Acquired: 1

Range Distance: 240

Recharge Rate: 1 second

Effect: Causes 10 points of damage.

FIRE BALL



Used By: Wizard

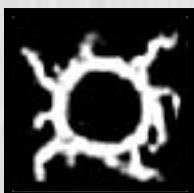
Level Acquired: 5

Range Distance: 240

Recharge Rate: 4.5 seconds

Effect: Causes 30 points of damage to the target and 2–15 damage to all enemies within an 80 Range Distance of the target.

FIRE BLAST



Used By: Wizard

Level Acquired: 3—through study at the Library

Range Distance: 240

Recharge Rate: 3.5 seconds

Effect: Causes 20 points of damage to 3 enemies in range.

FIRE SHIELD



Used By: Wizard

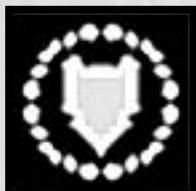
Level Acquired: 2

Range Distance: Self

Recharge Rate: Nearly half a day

Effect: For a little over a third of a day, the caster's Armor is increased by 5 and Magic Resistance by 25.

FLAME SHIELD



Used By: Adept, Barbarian, Cultist, Dwarf, Elf, Gnome, Monk, Priestess, Ranger, Rogue, Solarus, Warrior, Warrior of Discord—minimum Intelligence needed is 11

Level Acquired: 1—through study at the Library

Range Distance: Self

Recharge Rate: Half a day

Effect: For a little over a third of a day, the caster's Armor is increased by 4 and Magic Resistance by 20.

HANDS OF STEEL



Used By: Monk

Level Acquired: 1

Range Distance: Self

Recharge Rate: Half a day

Effect: For a little under half of a day, the caster's Strength is increased by 16 and Hand to Hand by 25.

HEAL



Used By: Healer

Level Acquired: 1

Range Distance: 250

Recharge Rate: 2.5 seconds

Effect: Heals target for 8 Hit Points per level of caster.

IRON WILL



Used By: Monk

Level Acquired: 7

Range Distance: Self

Recharge Rate: Nearly three-quarters of a day

Effect: For two-thirds of a day, the caster's Magic Resistance is increased by 55, Healing Rate is slightly increased, and Critical Hit chance increased by 6 percent.

MEDITATION



Used By: Healer

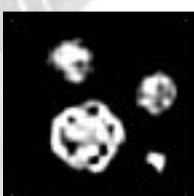
Level Acquired: 4

Range Distance: Self

Recharge Rate: Nearly one day

Effect: For five-sixths of a day, the caster gains 25 Dodge, 25 Parry, 50 Sight Range, and her Healing Rate substantially increases.

METEOR STORM



Used By: Wizard

Level Acquired: 7—through study at the Library

Range Distance: 240

Recharge Rate: Nearly one day

Effect: Causes 5–25 points of damage to every target within 175 Range Distance of the Meteor Storm, lasts for a third of a day, and fires every 1.5 seconds.

POWER SHOCK



Used By: Adept, Barbarian, Cultist, Dwarf, Elf, Gnome, Monk, Priestess, Ranger, Rogue, Solarus, Warrior, Warrior of Discord—minimum Intelligence needed is 11

Level Acquired: 1—through study at the Library

Range Distance: Varies by hero type

Recharge Rate: Quarter of a day
Effect: Causes 20 points of damage.

RESIST MAGIC



Used By: Wizard
Level Acquired: 6
Range Distance: Self
Recharge Rate: Just over two-thirds of a day
Effect: Increases caster's Magic Resistance by 35 for two-thirds of a day.

SHIELD OF LIGHT



Used By: Paladin
Level Acquired: 4
Range Distance: Self
Recharge Rate: Just over a third of a day
Effect: For a quarter of a day, the caster's attributes increase as follows: Dodge by 10, Parry by 10, Magic Resistance by 15, and Armor by 4.

STONE SKIN



Used By: Monk
Level Acquired: 4
Range Distance: Self
Recharge Rate: Just over half a day
Effect: For half a day, the caster's Armor increases by 8.

SUN SCORCH



Used By: Solarus
Level Acquired: 4
Range Distance: 65
Recharge Rate: Just over a quarter of a day
Effect: Causes 15 points of damage plus one for every level of the caster to all enemies within range.

TELEPORT



Used By: Wizard

Level Acquired: 4

Range Distance: Self

Recharge Rate: Just over half a day

Effect: Teleports the caster across the map a maximum range of 1,400.

TELEPORT (SHORT)



Used By: Adept

Level Acquired: 4

Range Distance: Self

Recharge Rate: Just over half a day

Effect: Teleports the caster across the map a maximum range of 500.

HERO SPECIAL ABILITIES

Some heroes in your realm have special skills, which are listed here. Certain spells also grant special abilities, as detailed previously in the Hero Spell section.

ATTACK MULTIPLE FOES

Used By: Warrior of Discord (Gained at level 3)

Effect: Attack up to 3 enemies within a 30 Range Distance.

BUILDING

Used By: Dwarf, Gnome

Effect: Hero can construct and repair buildings, gaining 75 Experience Points per swing of the hammer.



Critical Hit

Used By: Warrior of Discord, Barbarian, Iron Will Spell

Effect: The listed percent chance is rolled with every successful hit. If the critical hit occurs, the target is instantly killed unless it has the Resist Critical Hit Skill—in which case it loses one-sixth of its Hit Points.

Entertaining

Used By: Elf

Effect: Elves play music at Inns, Trading Posts, and Marketplaces. They earn 30 Gold and a free stay at an Inn and 25 Gold at a Marketplace when entertaining. Each time they entertain they earn 175 Experience Points.

Harvesting

Used By: Rogues and Rangers

Effect: Rogues harvest poison plants, every five of which they use to turn into poison for their weapons. Rangers harvest healing plants, every five of which they turn into a Healing Potion. In this way, Rangers can accumulate more than the normal limit of five Healing Potions. Each time a hero picks a plant, he or she gains 50 Experience Points.

Immunity to Poison

Used By: Cultist, Dwarf, Warrior of Discord

Effect: Poison has no effect on this hero.

Journeying to Distant Lands

Used By: Ranger

Effect: Rangers can travel off of the map. The journeying Ranger returns after one and a half days, gains 3,000 Experience Points, and 1–700 Gold.

Looting Gravestones

Used By: Rogue

Effect: Rogues can steal Gold from a gravestone before it disappears. The Rogue gains 200 Experience for doing so.



PLANTING

Used By: Cultists and Healers

Effect: Cultists plant poison plants and Healers plant healing plants, and each gains 50 Experience Points for doing so.

REBIRTH

Used By: Healer

Effect: The Healer can be reborn one time per level when killed. If reborn, she turns ethereal, returns to her home, and is Resurrected.

SPELL CASTING

Used By: Adept, Cultist, Healer, Monk, Paladin, Priestess, Solarus, Wizard

Effect: This hero can cast spells. The spells are automatically available upon the hero reaching the required level, unless noted that they need to be learned in the Library. See the Hero Spells section for details.

STEALING

Used By: Cultist, Elf, Rogue

Effect: These heroes can steal Gold from lairs and buildings. If their Loyalty is very low, they might steal from friendly buildings. The hero steals 1–100 Gold at a time, with a 1–30 check against Artifice for success. The chance of stealing a better weapon or armor requires two checks, a 1–50 check against Artifice and then a 5 percent chance per Difficulty Level of the lair for a weapon and 4 percent for armor. An unsuccessful theft reduces the lair's Gold by half. Regardless of success, the hero gains 200 Experience Points per stealing attempt.

MAGIC ITEMS

Magic Items can be found or purchased by your heroes. Some are specific to a certain Epic Quest, while others are more commonly available.

AMULET OF TELEPORTATION

Where Found: Marketplaces sell them for 1,000 Gold.

Effect: Hero can use the Teleport (Short) spell.



CROWN OF SYDRIAN

Where Found: The legendary Crown of the first King in your lineage is found inside the Crown Site in the Quest for the Crown.

Effect: No effect.

ETERNAL CANDLE

Where Found: The Eternal Candle of Fervus is found inside the Ruined Keep in the Bell, Book, and Candle Epic Quest.

Effect: Increases hero's Sight Range by 150.

HEALING POTION

Where Found: Marketplaces and Trading Posts sell them for 25 Gold. Rangers can turn five healing plants into one Healing Potion. A hero can carry a maximum of five Healing Potions.

Effect: Heals hero by 30 Hit Points.

HOLY BOOK

Where Found: Dauros' Holy Book of Law is found inside the Ruined Altar in the Bell, Book, and Candle Epic Quest.

Effect: Increases hero's Intelligence by 20.

HOLY CHALICE

Where Found: Lunord's Holy Chalice is found inside the Hidden Chalice Site in the Quest for the Holy Chalice Epic Quest.

Effect: No effect

MAGIC BELL

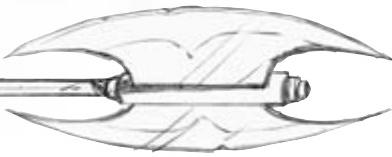
Where Found: Krypta's Magic Bell is found inside the Ruined Shrine in the Bell, Book, and Candle Epic Quest.

Effect: Increases hero's maximum Hit Points by 50.

MAGIC RING

Where Found: Angrela's Magic Ring of Healing is found inside the Hidden Ring Site in the Quest for the Magic Ring Epic Quest.

Effect: This item has been cursed! It unleashes the Black Phantoms who then guard it.



MAGIC SWORD OF SYDRIAN

Where Found: The Sword of Sydrian is found inside the Hidden Sword Site in the Slay the Mighty Dragon Epic Quest.

Effect: Makes Vendral mortal.

RING OF PROTECTION

Where Found: Marketplaces sell them for 500 Gold.

Effect: Increases the hero's Dodge, Parry, and Magic Resistance by 10 and Armor by 2.

SHARD OF BURNING

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Gives the hero the Fire Blast attack spell.

SHARD OF COMBUSTION

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Gives hero the Fire Ball attack spell.

SHARD OF DETONATION

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Gives the hero the Exploding Aura attack spell.



SHARD OF DISPLACEMENT

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Gives the hero the Teleport spell.

SHARD OF HASTE

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Makes the hero move and attack much faster.

SHARD OF HEALTH

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Increases hero's Hit Point Maximum and current Hit Points by 50 and gives him or her Immunity to Poison.

SHARD OF TRANSFIXION

Where Found: At a Brashnard Sphere Site in the Brashnard's Ultimate Sphere of Power Epic Quest.

Effect: Gives the hero the Paralytic Gaze attack spell.

SPELL BOOK

Where Found: The Hooligan has it in the Wizards Curse Epic Quest.

Effect: The hero with the Spell Book can cast the following spells: Fire Shield, Teleport, Resist Magic, and Fire Blast.

HENCHMEN

Your henchmen are the backbone of your kingdom—not that they get any of the glory, of course. Without them your palace would be undefended, your taxes uncollected, your plans of expansion unfulfilled, and your wine not chilled to the correct temperature.



Do not ignore your henchmen, for while they are automatically replaced if they perish, their passing may still affect you greatly.

HENCHMEN KEY

Description: A description of the henchman

Useful Activities: What work the henchman does to aid your kingdom

Number in Kingdom: How many of these henchmen are in your kingdom

Place of Creation: The building where the henchman is automatically created

Places of Rest: The buildings where the henchman may rest

Royal Tip: Ways that I have seen past sovereigns intelligently use their henchmen, for your consideration only—of course

Attributes: See the Attribute Descriptions in the Heroes section for attribute information

Voice Lines: The spoken lines that you may hear them utter, and under which conditions

CARAVAN



Description: A Caravan is a simple cart pulled by a pair of mules and driven by a brave, but undefended, worker. Caravans are often assaulted by greedy creatures.

Useful Activities: Delivering goods to the nearest Marketplace

Number in Kingdom: Variable

Place of Creation: Trading Posts

Places of Rest: None

ROYAL
TIP

If you need the Gold that they are carrying, find good ways to protect your Caravans, such as with Wizards Towers, Monks, or spells. Each Caravan carries a somewhat random amount of Gold that increases with the distance between its Trading Post and the nearest Marketplace. Just be careful not to spend more in protecting the Caravan than it is carrying. Remember that the Caravan's Gold is multiplied by the Marketplace's level when it is dropped off.

ATTRIBUTES

Armor: 0

Hit Points: 40

Parry: 5

Strength: 0

Dodge: 10

Intelligence: n/a

Sight Range: 50

Weapon Damage: None

Hand to Hand: 5

Magic Resistance: 0

Speed: 1

CITY GUARD



Description: These men-at-arms patrol the area around their assigned Guardhouse. They also guard construction sites against opportunistic Raiders. They are tough loners who enjoy the quiet of outpost life.

Useful Activities: Attacking nearby monsters, patrolling construction sites within range of their Guardhouse

Number in Kingdom: One per Guardhouse

Place of Creation: Palace

Places of Rest: Palace, Guardhouse

ROYAL
TIP

The City Guard are generally most useful for distracting monsters from destroying a building until a hero can arrive and kill the monster. The City Guard can deal with very minor foes such as Giant Rats on their own, though. Otherwise, spells are needed to help them prevail in a battle.



ATTRIBUTES

Armor: 5
Hit Points: 20
Parry: 25
Strength: 12

Dodge: 25
Intelligence: 19
Sight Range: 150
Weapon Damage: 0

Hand to Hand: 35
Magic Resistance: 0
Speed: 1

VOICE LINES

Situation	Phrase Spoken
Rushing out to attack something	"Halt!"

PALACE GUARD



Description: These elite guardsmen defend the Palace. They also patrol around construction sites, guarding against opportunistic Raiders. A strong sense of brotherhood binds these seasoned troops.

Useful Activities: Protecting the Palace

Number in Kingdom: One with a Level 2 Palace, two with a Level 3 Palace

Place of Creation: Palace

Places of Rest: Palace



Getting up to the second level Palace is important for many reasons, one of which is getting the Palace Guard. While they are not very strong, they can distract monsters from destroying your Palace—which can be critical for survival while you muster help.

ATTRIBUTES

Armor: 5
Hit Points: 20
Parry: 25
Strength: 13

Dodge: 35
Intelligence: 19
Sight Range: 150
Weapon Damage: 0

Hand to Hand: 35
Magic Resistance: 0
Speed: 1



VOICE LINES

Situation	Phrase Spoken
Rushing out to attack something	"In the name of the Sovereign!"

PEASANT (FEMALE AND MALE)



Description: Though Peasants play the major role in building and supporting all strong kingdoms, they are resigned to their lowly lot in life. Regardless, they are loyal and dutiful, diligently going about their appointed tasks. As your

Palace grows, so too does the number of Peasants it houses.

Useful Activities: Constructing and repairing buildings

Number in Kingdom: Two with a Level 1 Palace, four with a Level 2 Palace, six with a Level 3 Palace

Place of Creation: Palace

Places of Rest: Palace, Guardhouse



Make certain that you use the Repair Queues when you have a lot of buildings in your kingdom. The Peasants do not know what you want done—if you want them to repair a temple instead of Housing, take the Housing off the Repair Queue. If you have established a small settlement away from your Palace, be sure to include a Guardhouse so a peasant will rest there and repair locally—without needing to make the long journey from the Palace.

ATTRIBUTES

Armor: 0

Dodge: 12

Hand to Hand: 5

Hit Points: 10

Intelligence: n/a

Magic Resistance: 0

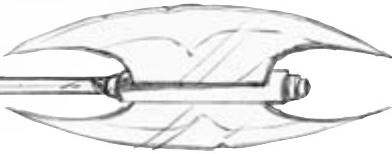
Parry: 6

Sight Range: 150

Speed: 1

Strength: 0

Weapon Damage: None



VOICE LINES

Situation	Phrase Spoken
Going to Construct a Building	Female: "I serve with pleasure . . ." Male: "Hi-ho."
Going to Fix a Building	Female: "I get to build it again?" Male: "I'll take care of it."
Going to Upgrade a Building	Female: "Not good enough, eh?" Male: "It's your Gold . . ."
Easter Egg	Female: "Thank you, so much." Male: "Are you gonna eat that?"

TAX COLLECTOR



Description: Tax Collectors are the most vital link in your kingdom's economy. Settlements with poor defenses will economically suffer as their Tax Collectors become waylaid. Tax Collectors consider economic theory with an almost religious passion.

Useful Activities: Collecting Revenue

Number in Kingdom: One with a Level 1 Palace, two with a Level 2 Palace, three with a Level 3 Palace, plus one per Fountain

Place of Creation: Palace, Guardhouse

Places of Rest: Palace



There are two vital aspects to the Tax Collector: protection and maximizing his route. To protect him, use spells such as Invisibility, Winged Feet, and Healing. In addition, you can take buildings that are in dangerous areas out of the tax route by removing them from the Tax Queue. Maximizing the Tax Collector's route is also important.

Use the controls in his Control Window to make him ignore buildings until they have enough Gold to be worth your while. Use the One Time Tax Buttons to get Gold from slow income producers that have finally built up to being worth the trip. Remember that your Sewers spawn Ratmen, who are fond of killing Tax Collectors. When a Tax Collector is killed, his dropped Gold is lost unless there are heroes nearby, in which case they split it. Before you cast a spell to save a Tax Collector, make sure that he is carrying enough to make the expense worthwhile.



ATTRIBUTES

Armor: 0	Dodge: 20	Hand to Hand: 5
Hit Points: 12	Intelligence: n/a	Magic Resistance: 0
Parry: 15	Sight Range: 75	Speed: 0
Strength: 0	Weapon Damage: None	

VOICE LINES

Situation	Phrase Spoken
Collecting money at a building	"Tax Collector!"
Giving money to Palace	"More Gold, your Majesty."
Easter Egg	"Did you fill out for U3-stroke-18449-stroke-Beta Zed 793 . . . EZ?"

VETERAN GUARD



Description: Veteran Guards patrol the area around their assigned Guardhouses. They also guard construction sites against threats. Years of experience mark these rugged soldiers as tough defenders.

Useful Activities: Attacking nearby monsters, patrolling construction sites

Number in Kingdom: One per upgraded Guardhouse (replacing the existing City Guard)

Place of Creation: Guardhouse

Places of Rest: Guardhouse



If your Guardhouse is protecting an important building, get the Veteran Guards, as they last a bit longer in combat—which can be the difference between a building being destroyed or not while help comes.

ATTRIBUTES

Armor: 5	Dodge: 30	Hand to Hand: 40
Hit Points: 25	Intelligence: 19	Magic Resistance: 0
Parry: 25	Sight Range: 150	Speed: 1
Strength: 13	Weapon Damage: 0	



VOICE LINES

Situation	Phrase Spoken
Rushing out to attack something	"Halt!"

MONSTER LAIRS

Your life would not be nearly as interesting, your majesty, if these lairs did not exist. It is from them that the majority of the monsters that plague our kingdom originate. It's often necessary for these foul places to be destroyed so we can prosper.

Generally a lair spawns monsters at a slightly ever-increasing rate throughout a quest. Most of the lairs are general-purpose ones—different creatures may live in them in different areas of the land. The Epic Quest and Free Style sections mention which dangerous denizens you may encounter during particular quests. Some of the lairs are unique and are only found during certain Epic Quests. In this case, the lair may also contain a Magic Item, which is listed.

There are also two lair types that you cannot destroy, for they are vital to any kingdom. These are the Sewers and the Graveyards—do not forget about them! For when your heroes are out on the frontier, someone needs to handle the threats generated right at home.

LAIR KEY

Lair Type: This indicates whether it is a general-purpose lair, one automatically built during play, or a unique lair. As monsters found in lairs change from quest to quest, this information is found in the Quests chapter.

Automatically built lairs, however, do list the monsters they spawn. For unique lairs, the Epic Quest it is found in and any Magic Items it holds are also listed.

Description: A description of the lair

Difficulty Level: All of the lairs are given a Difficulty Level from 1 to 12, with 12 being the hardest. This level is primarily used when heroes decide whether they are up to challenging a lair. It also modifies their chance of finding a special weapon or armor there. Finally, the more difficult a lair is, the more Experience Points that a hero gains while attacking it.

Hit Points: The number of Hit Points that the building *typically* starts with. In some quests, this number is changed. Once you have reduced the lair to zero

Hit Points it is destroyed. In some quests, lairs are automatically rebuilt a certain amount of time after being destroyed.

Gold: The amount of Gold in the building's coffers. For every monster spawned by the lair during the quest, this amount is increased by 1–5.

ABANDONED CASTLE



Lair Type: General purpose

Description: Howls are often heard emanating from this once great structure. It is now falling into ruins, and any manner of creature may make its home within.

Difficulty Level: 5

Hit Points: 800

Gold: 1,500

ANCIENT CASTLE



Lair Type: General purpose

Description: The perfect place for hiding, this castle's interior is a maze of passages. A foul stench blows from the very stones as eons of filth have caked upon the walls.

Difficulty Level: 5

Hit Points: 800

Gold: 1,500

BRASHNARD'S SPHERE SITE



Lair Type: Unique, Brashnard's Ultimate Sphere of Power, **Magic Item:** One of the following: Shard of Combustion, Shard of Detonation, Shard of Displacement, Shard of Transfixion, Shard of Health, Shard of Burning, or Shard of Haste

Description: These few vaults are all that remain of Brashnard's legacy. The first great Wizard of Ardenia, Brashnard sought to elevate society through learning, science, and wizardry. Rogna



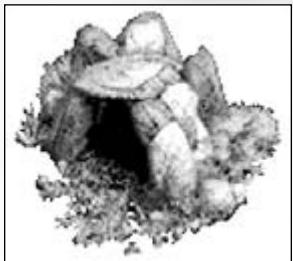
Blood Axe, the barbarian warlord, feared Brashnard and all that he stood for. It is believed that in the conflict Rogna struck the sphere, destroying both himself and Brashnard in a magical cataclysm. Students of Brashnard's teaching are said to have gathered the sphere's sections and set up these vaults for their keeping.

Difficulty Level: 10

Hit Points: 200

Gold: 100

CREATURE DEN



Lair Type: General purpose

Description: Bones litter the entrance to this lair, hinting at the foul-tempered beast likely sleeping within.

Difficulty Level: 3

Hit Points: 300

Gold: 50

CROWN SITE



Lair Type: Unique, Quest for the Crown, Magic Item: Crown of Sydrian

Description: Fashioned of gold and nevryl, this crown of your forefathers was lost two generations ago to the Minotaur warlord Gorsha Blackhoof. Few of the noble lines of Ardania possess heirlooms of this magnitude. Recovering this relic will boost the morale of your subjects and your standing among the other nobles.

Difficulty Level: 10

Hit Points: 1,000

Gold: 30,000

DARK CASTLE



Lair Type: General purpose

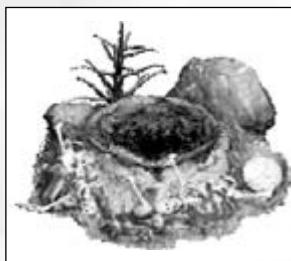
Description: Ardanian nobles face many enemies in their time as sovereign. Often these foes dwell in the immediate vicinity of an Ardanian settlement. Clearing the land of such lairs is vital to the success of any aspiring sovereign.

Difficulty Level: 5

Hit Points: 800

Gold: 1,000

DRAGON LAIR



Lair Type: General purpose

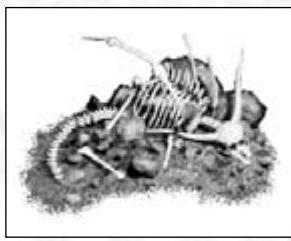
Description: This mighty hole leads straight down to a massive underground Dragon's Lair. Entering is certain death, the best you can hope to do is fill it in.

Difficulty Level: 9

Hit Points: 600

Gold: 1,000

DRAGON TOMB



Difficulty Level: 10

Hit Points: 1,500

Gold: 500

Lair Type: Unique, Tomb of the Dragon King

Description: More than two millennia ago, Andraxal-Kerlazor, mightiest of the Dragon Kings, was slain by Krolm. The death of the last of the noble dragons heralded the end of the Dragon Realms and the birth of the Barbarian Kings of old. The prophet Juleck has foretold that the legendary Blade of Krolm can be found in this ancient tomb.

ELVEN HIDEOUT



Lair Type: Unique, Elven Treachery

Description: A quickly built Elven structure often used on the frontiers, not inside Elven kingdoms.

Difficulty Level: 12

Hit Points: 1,000

Gold: 15,000

EVIL CASTLE



Lair Type: General purpose

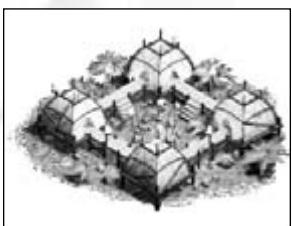
Description: Just looking at this terrible place makes the bravest warrior shiver. Good has never dwelt here—and the resident evil has rubbed off on the very stones.

Difficulty Level: 5

Hit Points: 800

Gold: 1,500

GOBLIN CAMP



Lair Type: General purpose

Description: The camp serves as the center of the goblin community.

Difficulty Level: 2

Hit Points: 200

Gold: 250

GOBLIN HOVEL



Lair Type: General purpose

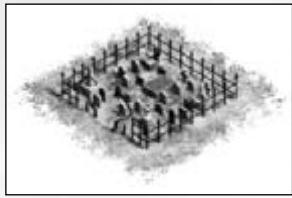
Description: Goblin Hovels are often found near Goblin Camps, extending the land controlled by the Goblin tribe.

Difficulty Level: 1

Hit Points: 100

Gold: 50

GRAVEYARD



Lair Type: Automatically built with every 15 of your heroes killed, the Graveyard continually spawns 1–4 Skeletons or Zombies in less than one and a half day intervals

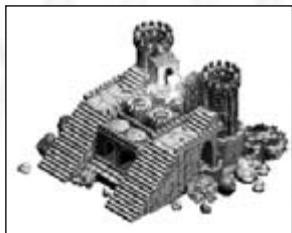
Description: The deceased heroes of your realm are laid to rest within this Graveyard. When the ether winds of Ardanica blow with great strength, recently fallen heroes may rise from Graveyards within your kingdom.

Difficulty Level: 4

Hit Points: Cannot be attacked

Gold: None

HIDDEN CHALICE SITE



Lair Type: Unique, Quest for the Holy Chalice,
Magic Item: Holy Chalice

Description: This most holy of sites is rumored to house Lunord's fabled Chalice. The fabled chalice is said to have passed in and out of history, appearing always as an omen of rebirth and new life. It was bestowed both upon Sydrian and Makkat the Madman.

Difficulty Level: 10

Hit Points: 1,000

Gold: 100

HIDDEN RING SITE



Lair Type: Unique, Quest for the Magic Ring, Magic Item: Magic Ring

Description: This ancient vault appears to have been built in the traditional Volencian style. The Line of Valmorgan has constructed many such sites to safeguard various artifacts. However, this particular building seems oddly run-down and ill-kept for such a building.

Difficulty Level: 10

Hit Points: 500

Gold: 100

HIDDEN SWORD SITE



Lair Type: Unique, Slay the Mighty Dragon, Magic Item: Magic Sword of Sydrian

Description: This vault contains a legendary Blade of Sydrian. Each of Sydrian's heroes carried an enchanted sword marking them champions of the realm. Legend tells that these weapons could dispel wards of invulnerability.

Difficulty Level: 10

Hit Points: 200

Gold: 100

LICHE QUEEN LAIR



Lair Type: Unique, Vengeance of the Liche Queen

Description: This citadel of evil is the center of the Liche Queen's power. Centuries old, it pulses with the red ambient glow of foul magic. Strong necromantic forces summon forth the dead to guard this dreaded stronghold.

Difficulty Level: 10

Hit Points: 1,000

Gold: 15,000

RUINED ALTAR



Lair Type: General purpose

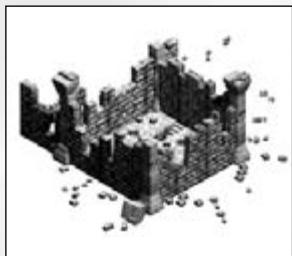
Description: This ancient place of worship has fallen into rubble and is now home to dirty and foul creatures.

Difficulty Level: 5

Hit Points: 500

Gold: 300

RUINED KEEP



Lair Type: General purpose

Description: This once was the keep of a minor noble, but it is now overrun by all manner of evil creatures.

Difficulty Level: 5

Hit Points: 500

Gold: 150

RUINED SHRINE



Lair Type: General purpose

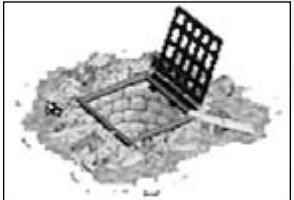
Description: Formerly a place of great beauty, this shrine is now a parody of its former self. Many different creatures reside in remote sites such as this.

Difficulty Level: 5

Hit Points: 500

Gold: 200

SEWER



Lair Type: Automatically built for every 9 buildings in your kingdom, the Sewer continually spawns 1–3 Giant Rats or Ratmen in less than two day intervals

Description: Unsightly and smelly, Sewers are needed in any kingdom wishing to grow beyond a few buildings. Though they serve as homes for large, dangerous vermin, Sewers are a necessary evil.

Difficulty Level: 4

Hit Points: Cannot be attacked

Gold: None

SLAVE CROSS



Lair Type: Unique, Free the Slaves

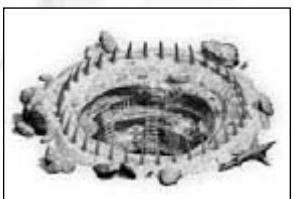
Description: Heroes who have quested against Url Shekk in the past are often crucified as a warning to others. The heroes of Ardania are strong of heart and may survive this torture if freed in time. Slave Crosses are most often found in the vicinity of a Slave Pit.

Difficulty Level: 5

Hit Points: 50

Gold: 100

SLAVE PITS



Lair Type: Unique, Free the Slaves

Description: These pits of despair are the infernal torture chambers of Url Shekk. Free for a time from his post as guardian of the Nether Regions, he seeks to recreate his realm of languishing and suffering here in Ardania. “Woe unto them caught in the halls of Three Headed!”—Prophecy of Juleck

Difficulty Level: 10

Hit Points: 350

Gold: 100



TOWER PRISON



Lair Type: Unique, Rescue the Prince

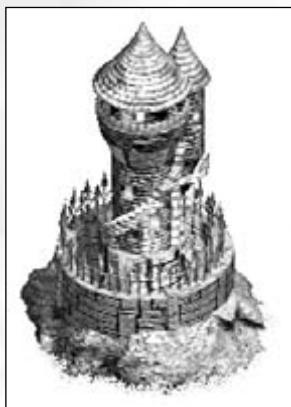
Description: This dungeon tower appears to have been recently refurbished. The craftsmanship of the gate and fortifications is not known to any of your architects. Brute force will have to be employed to open this prison.

Difficulty Level: 8

Hit Points: 1,000

Gold: 100

WITCH KING TOWER



Lair Type: Unique, The Dark Forest

Description: Nearly three centuries after his defeat by the Rangers and Barbarians of the Ravenswood treaty, the Witch King has returned to befoul this area. From this tower his minions have spread the plague that has so afflicted your kingdom.

Difficulty Level: 10

Hit Points: 1,000

Gold: 15,000

MONSTERS

Many beasts roaming the lands of Ardenia bring great danger to our people. It is a beautiful land, but a hard one as well. I beg of you to pay close attention to this information that I have painstakingly compiled, for you must well understand a threat to counter it. I have, as always, added my humble advice for your consideration.

MONSTER KEY

- Description:** A description of the monster
- Favorite Behavior:** The activity that the monster most often undertakes. This can be changed by a number of factors. See the Monster Behavior section for more details.
- Attack:** The monster's attack type and Range Distance (if appropriate)
- Damage:** The damage the monster does with each successful hit
- Spells:** What spells the monster uses. See the Monster Spells section for more details.
- Speed:** How fast the monster moves from 1–5 (with 5 being the fastest) as well as whether it is a ground or flying creature
- Attributes:** See the Attribute Descriptions in the Heroes section for more information
- Special Abilities:** Any special abilities that the monster possesses. See the Monster Special Abilities section for more details.
- Experience Given:** The amount of Experience Points awarded to a hero with each attack. *Note that awarded Experience is always divided by the hero's current level before being applied.* See the Experience and Levels section for more details.
- Gold Carried:** How much Gold the monster typically carries
- Royal Tip:** I've seen sovereigns fall to the dangers of Ardania, and I've seen sovereigns overcome the odds. I've provided tips from these experiences on how to deal with these monstrosities.

DAEMONWOOD



Description: These ancient tree spirits hark back to the time of the World Birthing, before man walked the land now called Ardania. They despise Humans, whom they see as tree killers slashing and burning away the forest of the world.

Favorite Behavior: Returning Guardian

Attack: Melee

Damage: 8–29

Spells: None

Speed: 1—Ground



ATTRIBUTES

Armor: 6

Dodge: 20

Hand to Hand: 75

Hit Points: 110

Magic Resist: 35

Parry: 35

Range: 0

Sight Range: 150

Strength: 29

Special Abilities: Concealment, Regeneration

Experience Given: 2,000

Gold Carried: 400

ROYAL
TIP



Daemonwoods are very dangerous. You cannot see them on the mini-map, so if you are not careful you may send heroes to their doom by placing a Reward Flag just past a Daemonwood. Once you see one of these creatures, put a no-gold Reward Flag on it, as the flag shows up in the mini-map. Daemonwoods are usually Guardians, so if your heroes can get away from them, the monsters do not follow for long. Wizards and archers are often best against these monsters. Better yet—avoid them until your heroes are strong enough to handle them.

DRAGON



Description: Ardanian Dragons seldom stir from their underground nests. May Dauros have mercy on the sovereign who stirs them from their extended slumber.

Favorite Behavior: Sleeping Raider

Attack: Range Attack (200)

Damage: 12–45

Spells: None

Speed: 4—Flying

ATTRIBUTES

Armor: 8

Dodge: 45

Hand to Hand: 70

Hit Points: 150

Magic Resist: 25

Parry: 40

Range: 85

Sight Range: 200

Strength: 45

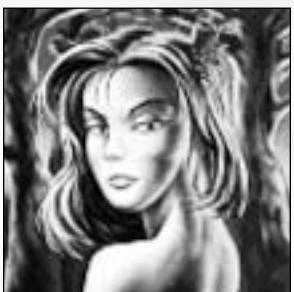
Special Abilities: None
Experience Given: 2,500
Gold Carried: 1,000

ROYAL TIP



Because Dragons use a powerful range attack, they have the hardest time against units with a high Dodge. Charmed Skeletons, despite their rather low combat ability in general, work very well against Dragons for this reason. Wizards Towers are also quite effective against them, if only because they distract the Dragon while your heroes safely attack. Heroes with a low Dodge are in big trouble against Dragons, because the creature's breath attack is rarely ineffective.

DRYAD



Description: These woodland spirits pass over from the realm of Fey to pursue their unknown agendas. They prey on Humans who wander too close to their woodland lairs.

Favorite Behavior: Guardian

Attack: Melee

Damage: 4–11

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 0

Dodge: 30

Hand to Hand: 40

Hit Points: 35

Magic Resist: 85

Parry: 30

Range: 0

Sight Range: 150

Strength: 11

Special Abilities: None

Experience Given: 500

Gold Carried: 150



Dryads are not much of a threat, but their high Magic Resistance can give Wizards a very hard time. A Guardhouse makes quick work of these woodland pests.

EVIL OCULUS



Description: Creatures of unknown origin, Oculi are a relatively new menace to Ardania. Some Tholian scholars believe they are somehow related to Dragons. (Oculi is plural)

Favorite Behavior: Wandering

Attack: Melee, Spells

Damage: 3–9

Spells: Paralytic Gaze, Electrical Fury

Speed: 1—Flying

ATTRIBUTES

Armor: 4

Dodge: 25

Hand to Hand: 35

Hit Points: 90

Magic Resist: 95

Parry: 30

Range: 0

Sight Range: 175

Strength: 9

Special Abilities: Spell Casting—Range 200—Damage +2

Experience Given: 2,000

Gold Carried: 400



This is one of the most dangerous creatures in Ardania, since it can Paralyze your heroes and then do a lot of damage to them while they are helpless. Their very high Magic Resistance means that a spell such as Vines is one of the only good options against them. Heroes with Critical Strike, such as Warriors of Discord, Monks, and Barbarians can also get a lucky shot. If you have a Temple to Krolm, use the Rage of Krolm against the Oculi.

FLOWERING STRANGLEWEED



Description: Strangleweeds are a twisted strain of plantlife resulting from the misguided magics of Pyrog the Shadowed. It's rumored that multiple Strangleweeds in a small vicinity share a collective, almost animal intelligence.

Lair: None

Favorite Behavior: Rooted Guardian

Attack: Ranged Attack (75)

Damage: 4–10

Spells: None

Speed: 0—Stationary

ATTRIBUTES

Armor: 0

Dodge: 5

Hand to Hand: 80

Hit Points: 20

Magic Resist: 0

Parry: 5

Range: 68

Sight Range: 135

Strength: 10

Special Abilities: Concealment, Poisoned Weapon, Immunity to Poison

Experience Given: 175

Gold Carried: 25



Range attack heroes such as the Ranger and Elf are the best way to knock these monsters out. Melee fighters such as Warriors take a lot of damage just walking up to the Flowering Strangleweeds. A good spell to use against them is Wind Storm, as it does some damage but also moves them away from whatever they were guarding.

Giant Rat



Description: Giant Rats are present in all the kingdoms of Ardania. It rumored that they are spies for their larger bipedal cousins, the Ratmen.

Favorite Behavior: Wandering

Attack: Melee

Damage: 3–7

Spells: None

Speed: 2—Ground

ATTRIBUTES

Armor: 0

Dodge: 35

Hand to Hand: 35

Hit Points: 29

Magic Resist: 0

Parry: 25

Range: 0

Sight Range: 100

Strength: 7

Special Abilities: None

Experience Given: 150

Gold Carried: 25



Royal Tip These monsters are not much of a threat to any heroes, but because they spawn from Sewers they can make a surprise kill on a Tax Collector if you are not paying attention. Generally the various Guards and defensive buildings can take care of them.

Giant Spider



Description: These deadly arachnids are said to have been selectively bred by the Grisnot tribe of Goblins. Intended to be guard beasts, the spiders swiftly devoured their would-be masters as they slept.

Favorite Behavior: Guardian

Attack: Melee

Damage: 5–16



Spells: None
Speed: 3—Ground

ATTRIBUTES

Armor: 0	Dodge: 30	Hand to Hand: 40
Hit Points: 35	Magic Resist: 0	Parry: 30
Range: 0	Sight Range: 160	Strength: 16
Special Abilities: Immunity to Poison		
Experience Given: 350		
Gold Carried: 75		



Spiders are most difficult not because of their abilities, but because they often come in packs. They often move erratically, which makes large area effect spells of less value. Invisible archers or Wizards are a good way to take them out.

GOBLIN



Description: Goblin Fighters are the weakest of the Goblin troops you will face. Be careful when estimating the danger they pose, for they may quickly form a powerful warband.

Favorite Behavior: War Party (Max Followers: 4)

Attack: Melee

Damage: 3–7

Spells: None

Speed: 3—Ground

ATTRIBUTES

Armor: 0	Dodge: 35	Hand to Hand: 30
Hit Points: 20	Magic Resist: 3	Parry: 25
Range: 0	Sight Range: 160	Strength: 7
Special Abilities: None		
Experience Given: 200		
Gold Carried: 50		



The only problem with Goblins is that they come in droves. Sprinkle a couple Attack Flags on them and your heroes should not have too much trouble.

GOBLIN ARCHER



Description: Goblin Archers are crude hunters wielding poorly crafted bows designed to launch crude but heavy arrows.

Favorite Behavior: War Party (Max Followers: 4)

Attack: Ranged Attack (125)

Damage: 3–7

Spells: None

Speed: 3—Ground

ATTRIBUTES

Armor: 0

Dodge: 40

Hand to Hand: 0

Hit Points: 20

Magic Resist: 3

Parry: 25

Range: 30

Sight Range: 150

Strength: 7

Special Abilities: None

Experience Given: 210

Gold Carried: 55



If you know that a lot of Goblins are going to be coming, Guardhouses are an effective defense against them.

GOBLIN CHAMPION



Description: Veteran fighters, these elite Goblins wield two weapons at a time as they wade into their opponents.

Favorite Behavior: War Party (Max Followers: 8)

Attack: Melee

Damage: 3–9

Spells: None

Speed: 4—Ground

ATTRIBUTES

Armor: 2

Hit Points: 35

Range: 0

Special Abilities: None

Experience Given: 280

Gold Carried: 100

Dodge: 40

Magic Resist: 4

Sight Range: 160

Hand to Hand: 45

Parry: 30

Strength: 9



Goblin Champions are not much more dangerous than regular Goblins, though they may warrant spell use if you have enough Goblins causing trouble.

GOBLIN PRIEST



Description: These unholy Goblins worship Grum-Gog, the Lord of Pestilence. They seek the destruction of Ardania through a plague of insects.

Favorite Behavior: War Party (Max Followers: 8)

Attack: Melee, Spells

Damage: 2–5

Spells: Insect Swarm

Speed: 3—Ground



ATTRIBUTES

Armor: 0

Dodge: 30

Hand to Hand: 20

Hit Points: 20

Magic Resist: 7

Parry: 25

Range: 0

Sight Range: 100

Strength: 5

Special Abilities: Spell Casting—Range 120—Damage +2

Experience Given: 230

Gold Carried: 85

ROYAL
TIP



The Goblin Priest should definitely be the one to get an Attack Flag, as his spell can become a problem if he is not dealt with early during a Goblin rush.

HARPY



Description: These foul abominations are the spawn of Scrylia the Serpent Queen. Ultimately the Harpies rebelled against their dark mistress, striking down her vast empire from within.

Favorite Behavior: Looter

Attack: Melee

Damage: 6–18

Spells: None

Speed: 2—Flying

ATTRIBUTES

Armor: 1

Dodge: 45

Hand to Hand: 40

Hit Points: 45

Magic Resist: 5

Parry: 25

Range: 0

Sight Range: 175

Strength: 18

Special Abilities: None

Experience Given: 600

Gold Carried: 100



Harpies are difficult because of their rapid attack. It is often useful to get a decent Attack Flag on them quickly so a hero does not end up one-on-one with them for long. Also, make certain to protect your Marketplace as they are Looters.

HELL BEAR



Description: Foul tempered and malicious, Hell Bears savagely attack any heroes who stray too close to their lairs. The remnants of their many victims are strewn about their dens.

Favorite Behavior: Animal

Attack: Melee

Damage: 5–16

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 0

Dodge: 25

Hand to Hand: 50

Hit Points: 45

Magic Resist: 0

Parry: 35

Range: 0

Sight Range: 160

Strength: 16

Special Abilities: None

Experience Given: 450

Gold Carried: 40



Charming them with the Cultist is the best way to deal with the Hell Bear. Do not take this foe lightly, though, because they do a lot of damage with each attack. They usually remain near their Creature Den.



Hooligan (Spell Caster)



Description: Every society has a lower class of dullards who do little to contribute to the community. Sovereigns and their agents must often keep an alert eye on such Hooligans. The Hooligans are only found in the Wizards Curse Epic Quest, and only one of these is the spell caster detailed here.

Favorite Behavior: Guardian

Attack: Melee, Spells

Damage: 5–15

Spells: Power Shock, Flame Shield, Teleport, Resist Magic, and Fire Blast

Speed: 1—Ground

ATTRIBUTES

Armor: 5

Dodge: 15

Hand to Hand: 15

Hit Points: 40

Magic Resist: 50

Parry: 15

Range: 0

Sight Range: 250

Strength: 15

Special Abilities: Spell Casting—Range 250—Damage +5,
Resist Critical Hits

Experience Given: 250

Gold Carried: 150

ROYAL TIP



Invisible archers or spell casters are a good way to take on the Hooligan. He is quite dangerous and can take out a few heroes if you are not careful. Melee fighters have the hardest time against him as they can perish before they get within striking distance.

MEDUSA



Description: These abominations formed the core of Scrylia the Serpent Queen's dreaded legions. They joined the Harpies in their rebellion against the Serpent Queen, ending her reign of terror.

Favorite Behavior: Wandering

Attack: Melee

Damage: 4–13

Spells: None

Speed: 2—Ground

ATTRIBUTES

Armor: 2

Dodge: 35

Hand to Hand: 60

Hit Points: 60

Magic Resist: 90

Parry: 35

Range: 0

Sight Range: 125

Strength: 13

Special Abilities: None

Experience Given: 1,250

Gold Carried: 350



The high Magic Resistance of Medusas makes them deadly to Wizards. Mobbing them with a few heroes drawn by an Attack Flag is often necessary to defeat them. Cultists can charm them, though, turning a royal pain into a great ally.

MINOTAUR



Description: Minotaurs are a twisted breed of warrior. It is rumored they were created by the sorcerer, Andravus, to serve in his army as shock troops. They were instrumental in the conquest of Lormidia in the year K.A. 1412.

Favorite Behavior: Raider

Attack: Melee

Damage: 6–19



Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 2

Dodge: 25

Hand to Hand: 85

Hit Points: 75

Magic Resist: 0

Parry: 45

Range: 0

Sight Range: 180

Strength: 19

Special Abilities: None

Experience Given: 1,000

Gold Carried: 200



One Minotaur spawns in your kingdom for every 25 trips taken by heroes to the Blacksmith. The Minotaur is a huge headache for your kingdom. They often travel in groups and can destroy buildings very quickly. Wizards can be quite effective against them as long as they have protection.

RATMAN



Description: Ratmen are greedy thieves, leaping forth from Sewer entrances to waylay Tax Collectors or raid unsuspecting settlements. It is theorized that these giant vermin are the result of a magical discharge seeping into the kingdom's Sewers, mutating the rats that dwell therein. It is rumored that they stem from a central warren with a population rivaling the greatest cities of Ardania.

Favorite Behavior: Sleeping Raider or Sleeping Robber

Attack: Melee

Damage: 4–11

Spells: None

Speed: 2—Ground



ATTRIBUTES

Armor: 1

Dodge: 30

Hand to Hand: 60

Hit Points: 45

Magic Resist: 2

Parry: 40

Range: 0

Sight Range: 200

Strength: 11

Special Abilities: None

Experience Given: 300

Gold Carried: 85

ROYAL
TIP



Ratmen are hated by the merchants in your kingdom. Make sure you have some good defenses near your Marketplace, or you may have thousands of Gold stolen by one lone Ratman. If you see one coming, cast Wither on it to give your heroes time to react. The danger of this monster is not in its combat abilities, but in its single-minded determination to bankrupt you. Constructing defenses near Sewer openings can help to kill them before they even get close. If you kill them, the lost money is claimed by any nearby heroes.

ROCK GOLEM



Description: Spirits similar to the Daemonwood, these stone titans relentlessly attack settlements. They can never be truly destroyed. When their bodies crumble, their spirit is released to animate a new body of stone, though this process takes several decades.

Favorite Behavior: Raider

Attack: Melee

Damage: 15–55

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 12

Dodge: 5

Hand to Hand: 55

Hit Points: 290

Magic Resist: 25

Parry: 15

Range: 0

Sight Range: 160

Strength: 55

Special Abilities: None

Experience Given: 1,500

Gold Carried: 800

**ROYAL
TIP**

Yikes! These massive monsters are very hard to kill. Wizards Towers and Ballista Towers are very helpful against them. With their fair Magic Resistance, Petrify is a very important weapon in your arsenal against them. One blow from a Rock Golem does so much damage that your hero may never have a chance to drink a Healing Potion.

Using invisible Warriors of Discord, with their Critical Strike chance, along with a Wizards Tower to distract the beast, is one good way to take them on.

ROC



Description: These malignant birds are twisted, evil parodies of the noble Ardanian Eagle. They prey on the weak and infirm.

Favorite Behavior: Animal

Attack: Melee

Damage: 3–7

Spells: None

Speed: 3—Flying

ATTRIBUTES

Armor: 0

Dodge: 50

Hand to Hand: 25

Hit Points: 25

Magic Resist: 0

Parry: 25

Range: 0

Sight Range: 160

Strength: 7

Special Abilities: None

Experience Given: 150

Gold Carried: 30



Cultists can charm them, which is useful. In general Rocs are not too big a threat to your kingdom.

RUST SPITTER



Description: Similar to some insects, Rust Spitters dissolve their food externally with their acidic projectiles before consuming it. They are extremely territorial and rarely encountered in groupings of fewer than three.

Favorite Behavior: Guardian

Attack: Ranged (170)

Damage: 3–9

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 0

Dodge: 25

Hand to Hand: 65

Hit Points: 30

Magic Resist: 0

Parry: 20

Range: 55

Sight Range: 170

Strength: 9

Special Abilities: None

Experience Given: 500

Gold Carried: 50



Rust Spitters are ranged monsters that travel in packs. This means that any heroes trying to get in close for melee take a lot of damage before even landing one swing. Their low Dodge and nil Magic Resistance are the keys to bringing them down.



SKELETON



Description: These animated bones are raised through necromantic spells of dark origin. When the ether winds of Ardania blow with great strength, recently fallen heroes may arise from Graveyards within your kingdom.

Favorite Behavior: Wandering Raider

Attack: Melee

Damage: 4-13

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 0

Dodge: 88

Hand to Hand: 43

Hit Points: 32

Magic Resist: 0

Parry: 25

Range: 0

Sight Range: 180

Strength: 13

Special Abilities: Immunity to Poison

Experience Given: 250

Gold Carried: 50

ROYAL TIP



Skeletons are easy for melee units to kill, but Rangers and Elves fear them greatly because of their high Dodge. Charm them with your Priestesses to get useful allies.

TROLL



Description: Little is known of Troll ecology. It is theorized that their regenerative process is also their method of reproduction. This would explain the remarkable similarity of all specimens encountered.

Favorite Behavior: Looter

Attack: Melee

Damage: 6–21

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 3

Dodge: 30

Hand to Hand: 54

Hit Points: 68

Magic Resist: 5

Parry: 40

Range: 0

Sight Range: 180

Strength: 21

Special Abilities: Regeneration

Experience Given: 800

Gold Carried: 250



When heroes spend Gold at buildings in your kingdom, a percentage goes to the building and a percentage to the collection pot for your Tax Collector. The amount that goes to the building is kept track of, and each time it reaches another 1,000 Gold, a Troll is spawned in the kingdom. This is because Trolls are awfully fond of Gold and are attracted to anyplace with a lot of spending going on! Trolls are fairly dangerous, but a group of heroes should not have too much trouble with them. The worst part about them is that they often target your Marketplaces or Trading Posts.

VAMPIRE



Description: Vampires are the most feared of all the common undead. It is believed they were created by an evil sorcerer's experiments in extending his own life by draining blood from the living.

Favorite Behavior: Hero Hunter

Attack: Melee, Spells

Damage: 7-23

Spells: Life Leach, Magic Mirror

Speed: 1—Ground

ATTRIBUTES

Armor: 1

Dodge: 60

Hand to Hand: 75

Hit Points: 50

Magic Resist: 15

Parry: 40

Range: 0

Sight Range: 220

Strength: 23

Special Abilities: Spell Casting—Range 145—Damage +2, Immunity to Poison

Experience Given: 900

Gold Carried: 750

ROYAL
TIP



Magic Mirror keeps you from casting Vines or Petrify on them. They are devastating to spell casters when their Magic Mirror is active. The best way to take them out is with a Warrior and Healer pair. If they wander into Wizard Guild Building Spell range before being attacked by a hero, you may be able to kill them with Lighting Bolt before they raise their Magic Mirror. Keep your Wizards and Priestesses as far away as you can, which can be accomplished with a magic contest at the Fairgrounds.

VARG



Description: Vargs are cunning and evil. They have their own guttural language for communicating their dire plots to the rest of their pack.

Favorite Behavior: Animal

Attack: Melee

Damage: 5–15

Spells: None

Speed: 3—Ground

ATTRIBUTES

Armor: 0

Hit Points: 45

Range: 0

Special Abilities: None

Experience Given: 400

Gold Carried: 35

Dodge: 35

Magic Resist: 0

Sight Range: 160

Hand to Hand: 50

Parry: 40

Strength: 15



Varg are quite fast and have decent Hit Points, which makes them very dangerous for range units and spell casters. Remember that Cultists can charm them.

WEREWOLF



Description: Werewolves are a hybrid creature resulting from either a Human or Varg infected with a lycanthropic disease. Their continuous pain and rage drive them into a homicidal mania.

Favorite Behavior: Hero Hunter

Attack: Melee

Damage: 5–17

Spells: None

Speed: 2—Ground



ATTRIBUTES

Armor: 1

Dodge: 40

Hand to Hand: 60

Hit Points: 60

Magic Resist: 5

Parry: 55

Range: 0

Sight Range: 125

Strength: 17

Special Abilities: None

Experience Given: 1,200

Gold Carried: 350

ROYAL
TIP



Having a charmed Werewolf on your side, thanks to a Cultist, is very effective. If this is not an option, be very careful of them, because they can take out fairly powerful heroes. You may want to place an Attack Flag on a werewolf the moment that you see it, so that the hero it's hunting does not stand alone for long.

ZOMBIE



Description: Zombies are animated corpses still in an early state of decay. When the ether winds of Ardania blow with great strength, recently fallen heroes may arise from Graveyards within your kingdom.

Favorite Behavior: Wandering

Attack: Melee

Damage: 4–13

Spells: None

Speed: 2—Ground

ATTRIBUTES

Armor: 1

Dodge: 35

Hand to Hand: 45

Hit Points: 45

Magic Resist: 0

Parry: 30

Range: 0

Sight Range: 100

Strength: 13

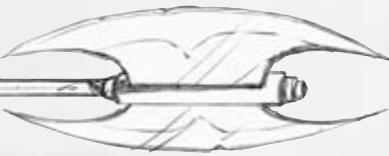
Special Abilities: Immunity to Poison

Experience Given: 450

Gold Carried: 50



Pretty much anyone can destroy a Zombie, including the various Guards. Unlike Skeletons, Zombies do not have a high Dodge, so range units are easily able to dispatch them.



UNIQUE MONSTERS

Your majesty, there are some creatures in this land whose names are best uttered only in quiet tones, if at all. These terrible creatures command respect from legions of monsters, usually out of sheer terror. You cannot avoid encountering them if you choose to grow your kingdom, for they will try to stop you. Know your enemy, prepare well, and be warned.

The following descriptions are in the same format as the previous Monsters section, with the addition of the Epic Quests that they are found in and the spoken lines that they utter.

BLACK PHANTOM



Epic Quest: Quest for the Magic Ring, Day of Reckoning

Description: Powerful sorcerers often place these dread specters as guardians. Few heroes who have faced a Black Phantom have survived.

Favorite Behavior: Item Hunter

Attack: Melee, Spells

Damage: 6-20

Spells: Electrical Fury, Exploding Aura

Speed: 3—Ground

ATTRIBUTES

Armor: 0

Dodge: 50

Hand to Hand: 70

Hit Points: 150

Magic Resist: 98

Parry: 45

Range: 0

Sight Range: 175

Strength: 20

Special Abilities: Spell Casting—Range 200—Damage +2, Immunity to Poison, Resist Critical Hit, Relentless



Experience Given: 3,500

Gold Carried: 800



Put a massive Attack Flag on one of them, and then try to keep them bound in Vines, although with their 20 Strength it may get expensive. Without this spell, these are perhaps the hardest creatures in the land to kill. Phantoms have the deadliest magical offense in the land. If you cannot immobilize them, protect your heroes with Anti-Magic spells.

VOICE LINES

Situation	Phrase Spoken
Monster appears in quest	"The Phantoms have returned!"
Monster engages in combat	"Are you afraid to die?"
Taunt	"You cannot hide from us."

DIRGO THE CYCLOPS



Epic Quest: Brashnard's Ultimate Sphere of Power, Day of Reckoning, The Fertile Plain

Description: This wandering behemoth seeks revenge on the hero who so cruelly blinded him many years ago in his island cave.

Favorite Behavior: Raider

Attack: Melee

Damage: 15–55

Spells: None

Speed: 1—Ground

ATTRIBUTES

Armor: 3

Dodge: 30

Hand to Hand: 60

Hit Points: 350

Magic Resist: 5

Parry: 30

Range: 0

Sight Range: 125

Strength: 55

Special Abilities: Resist Critical Hit

Experience Given: 4,000

Gold Carried: 750



Dirgo is best brought down by a lot of heroes, so while he is distracted by destroying buildings, use a large Attack Flag and skills such as Call to Arms or Rage of Krohm.

VOICE LINES

Monster appears in quest	"Where am I?"
Monster engages in combat	"Don't move!"
Taunt	"Dir-GO!" (Drawn-out as if he just learned to say his own name)

LICHE QUEEN



Epic Quest: Vengeance of the Liche Queen, Day of Reckoning

Description: Once a high priestess of Krypta, the Liche Queen is now the sworn enemy of all things living. Her undead minions are a considerable threat to any who settle too close to her lair.

Favorite Behavior: Special Raider

Attack: Melee, Spells

Damage: 6–20

Spells: Life Leach, Magic Mirror, Paralytic Gaze, Summon Skeleton, Vortex

Speed: 1—Ground

ATTRIBUTES

Armor: 3

Dodge: 40

Hand to Hand: 55

Hit Points: 275

Magic Resist: 95

Parry: 35

Range: 0

Sight Range: 225

Strength: 20

Special Abilities: Spell Casting—Range 215—Damage +2, Immunity to Poison, Resist Critical Hit

Experience Given: 3,000

Gold Carried: 1,300



The Liche Queen usually has Skeletons, Vampires, and Zombies around her. An area effect spell can be good for weeding out some of these. With her Magic Mirror and her high Magic Resistance, you'll need to have strong enough heroes to take her on. Be ready to use support spells on them. Do not knock over her lair until you are ready.

VOICE LINES

Situation	Phrase Spoken
Monster appears in quest	(Hollow laughter)
Monster engages in combat	"Soon, you will serve me!"
Taunt	"You frail mortals cannot stop me."

RONGOL THE HUNTER



Epic Quest: Quest for the Holy Chalice, Day of Reckoning

Description: Rrongol is a fearful predator, stalking Ardania's wilderness with a ravenous zeal. Woe to the heroes who cross his track in the wildlands.

Favorite Behavior: Guardian

Attack: Melee

Damage: 11–40

Spells: None

Speed: 2—Ground

ATTRIBUTES

Armor: 5

Dodge: 40

Hand to Hand: 75

Hit Points: 240

Magic Resist: 85

Parry: 65

Range: 0

Sight Range: 400

Strength: 40

Special Abilities: Attack Multiple Foes, Regeneration, Poisoned Weapon, Resist Critical Hit

Experience Given: 5,000

Gold Carried: 1,000

ROYAL



TIP

Rrongol is tough, but a group of heroes can take him out. Be ready with spell support and you shouldn't have too much trouble.

VOICE LINES

Situation	Phrase Spoken
Monster appears in quest	"The hunt begins again . . ."
Monster engages in combat	"You are my prey!"
Taunt	"I am on the hunt."

URL SHEKK



Epic Quest: Free the Slaves, Day of Reckoning

Description: This three-headed guardian of the nether regions often enters Ardania, enslaving those he encounters in horrific dungeon-like pits. Legends tell that he draws strength from the suffering he inflicts. The monster spits a terrible acid.

Favorite Behavior: Hero Hunter

Attack: Ranged (175)

Damage: 10–37

Spells: None

Speed: 3—Ground

ATTRIBUTES

Armor: 8

Dodge: 65

Hand to Hand: —

Hit Points: 255

Magic Resist: 35

Parry: 65

Range: 85

Sight Range: 200

Strength: 37

Special Abilities: Relentless, Resist Critical Hit

Experience Given: 4,000

Gold Carried: 1,000



A solid group of melee and range heroes that are backed by quick use of support spells should be able to take him out. He does not have any glaring weaknesses.

VOICE LINES

Situation	Phrase Spoken
Monster appears in quest	(Silly burbling and chuckling)
Monster engages in combat	"You can't escape."
Taunt	"Mmmm. Yummy adventurers."

VENDRAL



Epic Quest: Slay the Mighty Dragon, Day of Reckoning

Description: Vendral, the two-headed dragon of Grimspire, and the only son of the last Dragon King, is thought to be little more than an ancient myth. The frontier around the Hellfire Mountains has been settled for nearly a century. Expeditions into the heart of the mountainous range began this spring. The heroes from this quest have yet to return with word of their adventures.

Favorite Behavior: Bomber

Attack: Ranged (100), Spells

Damage: 10–37

Spells: Inferno

Speed: 4—Flying

ATTRIBUTES

Armor: 12

Dodge: 65

Hand to Hand: 80

Hit Points: 500

Magic Resist: 55

Parry: 45

Range: 85

Sight Range: 225

Strength: 37

Special Abilities: Spell Casting—Range 150—Damage +2, Resist Critical Hit

Experience Given: 2,000

Gold Carried: 2,500



His Inferno spell can cause a lot of damage to a group of heroes. His only fair Magic Resistance means that a group of heroes, with strong spells and melee attacks along with spell support such as Healing, might be able to kill him.

VOICE LINES

Situation	Phrase Spoken
Monster appears in quest	"Who has disturbed my slumber?"
Monster engages in combat	"You are weak!"
Taunt	"I have lived thousands of years, and will live thousands more . . ."

WITCH KING



Epic Quest: The Dark Forest, Day of Reckoning

Description: A master of dark magic, the Witch King is a terrible foe for any sovereign. Having extended his life through dark sorcery, he is now centuries old. It was he who threatened the destruction of Ravenswood in northern Ardania K.A. 1205.

Favorite Behavior: Guardian

Attack: Melee, Spells

Damage: 7-23

Spells: Acid Bolt, Force, Magic Mirror, Radiate Energy, Summon Spider, Teleport, Vortex

Speed: 1—Ground

ATTRIBUTES

Armor: 3

Dodge: 40

Hand to Hand: 60

Hit Points: 315

Magic Resist: 97

Parry: 35

Range: 0

Sight Range: 225

Strength: 23

Special Abilities: Spell Casting—Range 250—Damage +2, Immunity to Poison, Resist Critical Hit

Experience Given: 6,000

Gold Carried: 850



ROYAL

TIP



Many Giant Spiders appear with him. One of the most difficult aspects of the Witch King is that he Teleports around and can cause a lot of chaos. This also means that a trap of Ballista Towers built around his lair is not effective. Combined with his Magic Mirror and high Magic Resistance, he is a tough one. You may need heroes such as high level Warriors of Discord who can deal out a lot of damage. Because many of them are likely to die, Re-Animate or Resurrection is also important.

VOICE LINES

Situation	Phrase Spoken
Monster appears in quest	"This is my realm!"
Monster engages in combat	"Feel my wrath!"
Taunt	"Soon, you will face the final oblivion."

MONSTER SPELLS

Unfortunately, the arcane arts are not just reserved for the heroes of this realm. Many sinister villains also have the knowledge to cast spells. Frankly my liege, some of them are quite devastating. Knowing them may help you better plan how to defeat their casters.

MONSTER SPELL KEY

Used By: The monster type(s) that use this spell

Recharge Rate: How long it takes in game days, or in actual seconds for very small numbers, before the same monster can cast the same spell again. *Actual seconds may vary depending on the game speed setting and the speed of your system—use these numbers as relative values.*

Effect: What the spell does to its target, and the spell's Range Distance if different from the monster's normal Sight Range

ACID BOLT

Used By: Witch King

Recharge Rate: 2.5 seconds

Effect: Causes 25 points of damage.



ELECTRICAL FURY

Used By: Evil Oculus, Black Phantom

Recharge Rate: 2 seconds

Effect: Causes 20 points of damage.

EXPLODING AURA

Used By: Black Phantom

Recharge Rate: 7 seconds

Effect: Causes 35 points of damage to the three closest enemies within range, and for each hit or miss, causes 15 points of damage to every hero within a range of 40 of the target.

FORCE

Used By: Witch King

Recharge Rate: Half day

Effect: Does 2-10 points of damage to all enemies in a 450 Range Distance and then Teleports them randomly away.

INFERNO

Used By: Vendral

Recharge Rate: Sixth of a day

Effect: Causes 40 points of damage to every enemy unit and building in his 150 Range Distance.

INSECT SWARM

Used By: Goblin Priest

Recharge Rate: 3 seconds

Effect: Causes 10 points of damage.

LEVEL LEACH

Used By: Wizards Guild in the Wizards Curse Epic Quest

Recharge Rate: 5 seconds



Effect: Targets all heroes above fourth level hero and reduces them by 1–2 levels and casts Vines on them briefly.

LIFE LEACH

Used By: Vampire, Liche Queen

Recharge Rate: 3 seconds

Effect: Causes 15 points of damage and if the target was a hero or monster, heals the caster for 8 Hit Points.

MAGIC MIRROR

Used By: Vampire, Liche Queen, Witch King

Recharge Rate: Just under one day

Effect: Bounces any attack spells back at the caster for just over a third of a day.

PARALYTIC GAZE

Used By: Evil Oculus, Liche Queen

Recharge Rate: Three-quarters of a day

Effect: The target hero or monster is paralyzed for a sixth of a day, unable to move or attack.

RADIATE ENERGY

Used By: Witch King

Recharge Rate: Sixth of a day

Effect: Causes 25 points of damage to every enemy within range.

SUMMON SKELETON

Used By: Liche Queen

Recharge Rate: 5 seconds

Effect: If fewer than 20 Skeletons are within a range of 20 from the Liche Queen, one more is summoned.



SUMMON SPIDER

Used By: Witch King

Recharge Rate: Fifth of a day

Effect: Summons 2–3 Giant Spider followers, if there are fewer than 45 Giant Spiders already on the map.

TELEPORT

Used By: Witch King

Recharge Rate: 3 days

Effect: Teleports the Witch King to a new location, at which point he says his taunt.

VORTEX

Used By: Liche Queen, Witch King

Recharge Rate: Third of a day

Effect: Causes 20 points of damage to all enemies within its 75 Range Distance every 1.5 seconds and lasts for 5 seconds.

MONSTER SPECIAL ABILITIES

Many of the terrible creatures in the land have special abilities. A wise leader understands this and makes certain that his or her heroes are ready to face these special dangers.

ATTACK MULTIPLE FOES

Used By: Rrongol the Hunter

Effect: Up to three nearby heroes can be attacked, instead of just one.

CONCEALMENT

Used By: Daemonwood, Flowering Strangleweed

Effect: These monsters are not visible on the mini-map.



IMMUNITY TO POISON

Used By: Flowering Strangleweed, Giant Spider, Skeleton, Vampire, Zombie, Black Phantom, Liche Queen, Witch King

Effect: Any poisoned weapon that hits the monster does its normal damage, but does not poison the monster.

POISONED WEAPON

Used By: Flowering Strangleweed, Rrongol the Hunter

Effect: A successful hit poisons the target, who now periodically takes 1 Hit Point of damage every second over a 10 second period. Successive hits reset the poison duration to 10 seconds. While poisoned, the target cannot be Healed.

REGENERATION

Used By: Daemonwood, Troll, Rrongol the Hunter

Effect: These monsters heal over time.

RELENTLESS

Used By: Vampire, Werewolf, Black Phantom, Url Shekk

Effect: The monster pursues its target until it is killed, even if it goes out of Sight Range.

RESIST CRITICAL HIT

Used By: Hooligan, Black Phantom, Url Shekk, Dirgo, Rrongol, Liche Queen, Witch King, Vendral

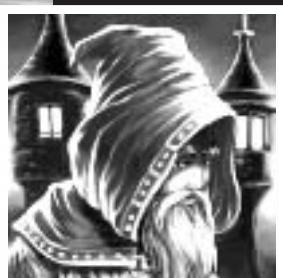
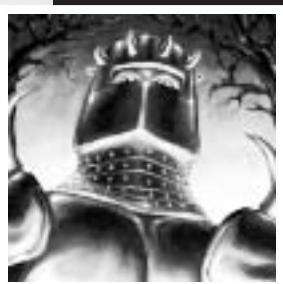
Effect: If a Critical Hit is made on this monster, instead of dying, it loses one-sixth of its maximum Hit Points.

SPELL CASTING

Used By: Evil Oculus, Goblin Priest, Vampire, Black Phantom, Liche Queen, Vendral, Witch King, Hooligan

Effect: These creatures can cast spells. See the Monster Spells section for details.

QUESTS 4



NOTE

There are references throughout this section to different lengths of time. All times listed in days are in game days. All times listed in seconds are in actual time and these durations change depending on the speed selection you choose for the game and your machine speed—use them only as a relative guideline. At the default value, one game day equals 60 seconds.



Epic Quests are single-player games of *Majesty* with story lines and scripted events. There are nineteen in the game plus one in the downloadable demo. You may choose whichever one you'd like to play at any time, except for the four hidden quests that become available upon successfully finishing certain other quests.

When replaying the same quest, you start in different locations—as do the monsters, lairs, and quest locations. It is a different experience every time. Upon beating a quest, you have the option to continue playing just for fun.



EPIC QUEST KEY

Difficulty: Beginner, Advanced, or Expert

Quest Availability: If it is secret quest, the other quests that need successful completion before you can play it

Location in Ardania: The location on the Ardania map that the Epic Quest can be found, using the eight cardinal directions plus central

Introduction: The spoken lines introducing the quest, given by myself, your humble Royal Advisor, unless otherwise noted. You must win (or lose) the quest to see the wrap-up text.

Goals: Your stated goals upon undertaking the quest

Map Size: How large the map is, either Small or Large

Starting Gold: The amount of Gold in your treasury when the Epic Quest begins

Starting Forces: The buildings and heroes that you begin with on the map. See the Map Location Key below for a description of the letter codes in this field.

Neutral Forces: If any nonmonster forces not under your control are on the map, they are shown here. If there are no neutral forces, this header is not shown. See the Map Location Key for a description of the letter codes in this field.

Restrictions: Any buildings that you cannot build in this quest—or any other restrictions

Enemies: The enemies found in the quest, and whether they start on the map, in a lair or building, or wander in from off the map. After each lair there is a list of the types of monsters that they spawn during play. Monsters listed in **bold** are spawned from the lair when it is destroyed. See the Map Location Key for a description of the letter codes in this field.

Unique Monsters: Any unique monsters that make an appearance in the quest

Description: A description of any special rules used in this Epic Quest and a list of the Quest's sequence of play. I encourage you to avoid this section unless you are having trouble or have finished the quest. If a monster is given a different behavior than normal, such as Raider or Guardian, you can see the Monster Behavior section for details.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Royal Tip: Some ideas of mine on how best to tackle the challenges of this quest. There are many ways to beat all of these quests, though, and I encourage you to experiment with different strategies. Perhaps you should avoid looking at my advice unless you are having particular trouble, or look after you have beaten it if you are curious to learn additional strategies. It is great fun to attempt known quests by restricting yourself—such as beating Vampiric Revenge without recruiting a single hero!

MAP LOCATION KEY

All of the maps in *Majesty* are randomly created. Every map is broken into a lettered grid, as shown here.

Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Fig. 4-1. Force Pattern Grid Reference

Each group of monsters, lairs, and buildings is called a *force pattern*. Every force pattern is assigned to randomly appear in one or more of these lettered squares. For example, if a Dark Castle were to be placed randomly in one of the four corners of the map, it would be assigned the letter code (AEUY) and if your Palace always started in the middle of the map, it would get the letter code (M).

After all of the force patterns have been laid down, the map is then randomly turned—either 0, 90, 180, or 270 degrees. If monsters wander onto the map, these directions also shift. For example, “Goblins (Off-North)” means that Goblins wander in from the north edge of the map. This direction changes, however, with the turn of the map. If the map turns 90 degrees, the Goblins would now come in from the east.

THE BARREN WASTE



Difficulty: Beginner

Quest Availability: Always Available

Location in Ardania: South

Introduction: “Do not despair, Your Majesty. Though this swampy region has yet to be transformed into a comfortable abode, I’m sure we can fulfill your mother’s dream. I suggest we start small and figure out a way to productively use more of this swampy ground. Perhaps building a festive Fairground in the middle of this desolate quagmire will be sufficient proof of your achievement and ability.”

Goals: Build a Fairgrounds to win this quest.

Map Size: Small

Starting Gold: 10,000

Starting Forces: Palace and Blacksmith (Level 2) (M)

Restrictions: No Wizards Guilds, Gnome Hovels, Elven Bungalows, or Dwarven Settlements are allowed. The Fairgrounds cannot be built until the Dark Castle is destroyed.

Enemies: Creature Den (Hell Bear, Hell Bear) (ABF) • Ruined Keep (Zombie, Medusa) (TXY) • Dark Castle (Rust Spitter, Vampire) and 5 Treasure Chests with 50–150 Gold (EU) • Goblin and Minotaur (Off-North) • Goblin and



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Werewolf (Off-South) • Goblin Archer and Medusa (Off-East) • Goblin and Ratman (Off-West)

Unique Monsters: None

Description: Starting message scroll on Palace reads, “In order to build the Fairgrounds, you must build up your Palace to Level 3. To upgrade your Palace the first time, you need four heroes present in your realm, so get to work on building a guild right away!” • 20 Treasure Chests with 50–150 Gold are randomly placed on the map. • A sign reading, “Castle Darkmoor” is placed near the Dark Castle. • Once you have built a guild, a scroll appears that reads, “Now that you have built a guild, recruit four heroes and then upgrade your Palace to Level 2. Also, upgrading your Palace and building a Fairgrounds will cost a lot of Gold: be sure you build a Marketplace or two to help keep your income strong.” • When you upgrade the Palace the first time, a new message appears that reads, “Now that your Palace is at Level 2, it will take the presence of twelve heroes in order to upgrade it to Level 3. Build some more guilds and recruit heroes until you can upgrade your Palace.” • When you upgrade the Palace to Level 3, a message appears that reads, “Your Palace has reached the highest Level! But, before you can build a Fairgrounds, you must destroy the nearby Dark Castle to recover ingredients for a Harden Ground spell. This will make the swamp stable.” • After you destroy the Dark Castle, a message appears that reads, “You have destroyed the Dark Castle and recovered the needed items to harden the ground. Now go build a Fairgrounds and prove your worth as ruler!”

ROYAL TIP



This quest is not particularly difficult. Make certain to build and upgrade one Marketplace right away. As for hero types, any direction that you decide to go should work out well. A Temple to Krypta, Warriors Guild, and Temple to Fervus are good as they can weather monster onslaughts well.

You could also build a Warriors Guild and a Rogues Guild and use Explore Flags with small bounties to entice the Rogues to find the Dark Castle. Then put a large Attack Flag on it to bring in the heavy hitters.

To generate a good cash flow, build at least two Marketplaces and upgrade your Palace to third level as soon as you can spare the Gold.

THE BELL, THE BOOK, AND THE CANDLE



Difficulty: Beginner—it is recommended that you play this Epic Quest first

Quest Availability: Always Available

Location in Ardania: Central

Introduction: “Forgive the intrusion, Highness, but we’ve been robbed! Someone has stolen the Magic Bell, the Holy Book, and the Eternal Candle! Right from under our noses, they were whisked away from the royal treasury by some scoundrel. We must do something to recover them! They are treasures beyond value.”

Goals: Recover the items that have been stolen from your Palace and hidden in lairs throughout this realm.

Map Size: Small

Starting Gold: 15,000

Starting Forces: Palace, Blacksmith, Guardhouse, and Rogues Guild (M) • Inn and Guardhouse (ABCDEFGHIKOPTUVWXYZ) • Trading Post (ABCDEFGHIKOPTUVWXYZ)



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Restrictions: No Warriors Guilds or Wizards Guilds are available in this quest.

Enemies: Ruined Altar Bell Site (Zombie, **Harpy**) and Medusa (ABCDE-FJKOPTUVWXYZ) • Ruined Shrine Book Site (Giant Spider, **Evil Oculus**) and 2 Giant Spiders (ABCDEFJKOPTUVWXYZ) • Ruined Keep Candle Site (Medusa, **Medusa**) and 2 Zombies and 1 Skeleton (GIQS) • 3 sets of 5 Treasure Chests with 100–200 Gold each (AEUY) (AEUY) (GHILNQRS)

Unique Monsters: None

Description: When the quest begins, this message appears on your Palace, “There are rumors that the thieves who stole the artifacts from your treasury have fled, but were forced to hide the artifacts as they left. Find the items before the thieves have a chance to return!” • The Bell, Book, and Candle Sites are all Difficulty 4. (See the Monster Lairs section) • On your Blacksmith, this message appears, “Heroes visit the Blacksmith in order to purchase better weapons and armor, once you have Researched those skills. Upgrade your Blacksmith and even better items will be available for you to research!” • On your Guardhouse, this message appears, “Guardhouses host a member of the city guard and can fire arrows at nearby enemies, once you Research that skill. Use them to protect vital buildings or far flung outposts of your city. Henchmen also rest at Guardhouses, if they are closer than the Palace.” • On your Inn, this message appears, “Inns are gathering and resting places for heroes, and allow them to extend the range of their wandering, if you build them outside your main city.” • On your Trading Post, this message appears, “Trading posts are a place for heroes to purchase Healing Potions. Build a Marketplace near your Palace and the Trading Post will periodically send out Caravans to them, bringing in a bunch of Gold to your treasury!” • When you find the Book Site, this message is given, “A hero has discovered that the Book lies in this Ruined Altar! Raze it, and recover this artifact!” • Finding the Bell Site gives this message, “The Bell has been located in this Ruined Shrine! Destroy the shrine and reclaim what is yours!” • Discovering the Candle Site yields this message, “We have found an Abandoned Keep and the missing Candle! Destroy the keep and you will recover the Candle.” • The last of the 3 lairs you destroy releases only a Giant Rat instead of the monster listed above, as the lair’s destruction signals the end of the quest.



ROYAL TIP There are undead and Medusae in this quest, so Temples to Krypta and Fervus are good bets due to their Charm and Control spells. Upgrade to a Level 3 Palace as soon as possible to gain the use of Solarii who are good fighters and can fill the gap left by the missing Warriors. Dwarves also work well in replacing the Warriors.

If you place an Attack Flag on the first lair, and then wait to place the second one on the next lair until just before the first one is destroyed, your heroes will tend to stay together instead of splitting into smaller groups.

Rogues can be very useful in this quest as well. Your Trading Post usually comes under attack fairly quickly. The Rogues can be sent with small Explore Flags to reveal the map around the Trading Post so you can build a defensive building, such as a Guardhouse. Poison from the second level Rogues Guild can also be the difference between success and failure.

BRASHNARD'S ULTIMATE SPHERE OF POWER



Difficulty: Expert

Quest Availability: Always available

Location in Ardania: West



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Introduction: "Do I understand that your highness seeks Brashnard's Ultimate Sphere of Power? Possession of that legendary artifact would certainly lend authority to your rule.

"As you surely recall, the sphere was broken into seven sections which were scattered to the far reaches of the land. A great number of heroes must be summoned in order to scour the realm for these lost shards. By your authority, let this bold undertaking commence.

"Majesty? It is not this humble servant's place to question your wise directives, but this undertaking is . . . well, 'ambitious.' Can we truly succeed where countless others have failed?"

Goals: Recover the 7 shards that make up Brashnard's Ultimate Sphere.

Map Size: Large

Starting Gold: 20,000

Starting Forces: Palace and 2 Temples to Krolm (M)

Restrictions: None

Enemies: Brashnard's Sphere Site (Ratman, Rock Golem, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (AKY) • Brashnard's Sphere Site (Giant Spider, Varg, Evil Oculus, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (DV) • Brashnard's Sphere Site (Harpy, Werewolf, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (HX) • Brashnard's Sphere Site (Ratman, Evil Oculus, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (RU) • Brashnard's Sphere Site (Troll, Minotaur, Evil Oculus, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (LNP) • Brashnard's Sphere Site (Roc, Giant Rat, Vampire, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (FS) • Brashnard's Sphere Site (Dryad, Hell Bear, Dragon, **5 Medusae**), 3 Rust Spitters, 2 Flowering Strangleweeds, and 4 Treasure Chests with 50–150 Gold (GT) • Ruined Altar (Zombie, Skeleton, **5 Harpies**), Giant Spider, Skeleton, and 2 Zombies (EQ) • Ruined Keep (Zombie, Skeleton, **5 Medusae**) and Giant Rat (BW) • Ruined Shrine (Evil Oculus, Rock Golem, **5 Evil Oculi**), Giant Rat, Zombie, and Skeleton (CI) • Skeleton and Zombie (Off-North) • Troll and Evil Oculus (Off-South) • Harpy (Off-East) • Zombie, Harpy and Skeleton (Off-West)



ROYAL TIP *This is a tough one, My Liege. You should recruit Barbarians the moment that this quest begins. As soon as you see the first Rust Spitter, and if you have four or five Barbarians, activate the Rage of Krolm Building Skill and you will likely survive the coming wave of these beasts. Rangers Guilds and Wizards Guilds are good picks as these heroes work well with the Barbarians.*

As you do not have access to Healing or Resurrection, you'll likely lose a number of heroes. You'll need a high-powered economy to afford the new recruitment costs, as well as the frequent use of Rage of Krolm. Two or three Marketplaces plus the Elven Bungalow should be sufficient.

Consider building an extensive network of Wizards Towers around your kingdom as there are a lot of heavy War Parties in this quest. Enchanting these towers distracts the Raiders while your heroes fight them.

A Fairgrounds is useful in this quest as it tends to keep heroes from wandering as much, and in Brashnards, there are a lot of dangers on the map to kill lone heroes. Elven Lounges and Gambling Halls can also keep heroes closer to home.

Wizards are fairly effective in this quest, though you may need to cast Invisibility on them to keep them alive until they get high enough in level to stand (more or less) on their own. Make sure you Research Fire Blast for them at a Library. Beware of the Evil Oculi, however, as they are notorious Wizard slayers.

Wipe out the lair that spawns the Evil Oculi as soon as possible, as they pose a significant threat. The Shards are particularly exciting in Barbarian hands as it is not often that you can magically enhance them. Finally, use Lightning Storm on the War Parties as they tend to move in tight groups.

Unique Monsters: Dirgo the Cyclops

Description: Dirgo enters the map at a random location on day 25–35. • Many monsters form War Parties on this map, as follows: Evil Occuli in groups of 2, Harpies in 4, Rust Spitters in 6, Dryads in 4, Zombies with other undead in 6, Skeletons with other undead in 4, Vampires with other undead in 6, and Giant Spiders in 4. • When you destroy the first Sphere Site, you get this message on the rubble, “Your heroes have managed to destroy one of Brashnard’s Sphere Sites! You must destroy six more!” • The destruction of the second gives this message, “Your heroes destroyed a second Brashnard’s Sphere Site! Obtain its Shard, and send your heroes to find and destroy the next!” • The third, “You have razed a third Brashnard’s Sphere Site. There are four more left to destroy” • The fourth, “This is the fourth Brashnard’s Sphere Site to fall. Well done, Your Majesty, there are three Shards left to collect.” • The destruction of the fifth Site gives this message, “The fifth



Map Location Key				
A	B	C	D	E
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P	Q	R	S	T
U	V	W	X	Y

Brashnard's Sphere Site has fallen! Unfortunately, in its demise, hidden magics were invoked, summoning a swarm of monstrosities from the neighboring wilderness!" At this time 5 Zombies and 4 Rust Spitters enter the map from the northern edge and 5 Skeletons and 4 Giant Spiders from the southern. • The fall of the sixth gives you this message, "Your heroes have destroyed the sixth Brashnard's Sphere Site! But alas, they have once again triggered magic that summons evil beasts from distant lands! Hurry, one Shard left, and the Sphere will be complete!" When this happens, 5 Trolls and 4 Ratmen enter from the western edge of the map, 5 Minotaurs and 4 Ratmen from the eastern edge, and 2 Rock Golems are summoned to guard the final Site.

THE DARK FOREST



Difficulty: Expert

Quest Availability: Always Available

Location in Ardania: West

Introduction: "A curse afflicts the land, Your Majesty, sapping your loyal subjects of their strength. Few have even the strength to leave their houses.

"A single Warrior from the local guild remains mobile. He offers his services in finding a cure to this debilitating bane.

"I recommend you take him up on the offer. Now if you'll excuse me, I really must lie down."



Goals: Cure the adventurers of the sickness. Defeat the Witch King who dwells in the tower.

Map Size: Large

Starting Gold: 10,000

Starting Forces: Palace, Warriors Guild, and Warrior (MNRS) • 2 sets of 1 Trading Post and Wizards Tower join you when discovered (OTWXY) (DEIPQU) • Temple to Fervus (Level 3), 4 Statues, and 3 Housing join you when discovered (GHL)

Restrictions: No temples or guilds can be constructed until the Temple to Fervus has been discovered.

Enemies: 3 sets of 9 Giant Spiders (GHL) (PQUV) (DEIJ) • Witch King Tower (Giant Spider, **Witch King**, 5 Giant Spiders, Rock Golem), Creature Den (Hell Bear, **Hell Bear**), 9 Daemonwoods, 2 Giant Spiders, and 3 Flowering Strangleweeds (ABF) • 5 sets of 3 Daemonwood and Treasure Chest with 200–600 Gold (TXY) (PUVW) (DEJO) (CGK) (DHLP) • 3 sets of 5 Flowering Strangleweeds (OTWXY) (ABCDE) (AFKPU) • Abandoned Castle (Evil Oculus, Roc, Flowering Strangleweed, **Werewolf**) (KPU) • Ancient Castle (Roc, Rust Spitter, Werewolf, **Vampire**) (CDE) • Rock Golem, Minotaur, and Goblin Champion (Off-North) • Rock Golem, Harpy, and Goblin Champion (Off-West)

Unique Monsters: Witch King

Description: 20 Treasure Chests with 200–600 Gold are randomly placed on the map. • A message appears on your Palace when the quest begins, “There are rumors that a Temple to Fervus lies somewhere nearby in these woods. Its chaotic priests can help you cure the sickness plaguing the land. Until then, no new guilds or temples can be built!” • A note is placed in a random location between the Palace and the Temple to Fervus reading, “I leave this note to fellow travelers on their way to the Temple to Fervus—may he dwell forever in chaos—so they may find their way more easily.” • One of the Trading Posts starting on the map begins with 8,000 Gold in its coffers. • If 3–4 days have passed and you have not yet found the Temple to Fervus, a message appears, “A Ranger has stumbled in from the deep woods, Your Majesty! He had a hidden camp there and was recuperating from the sickness. He feels well enough to aid us in our search for a cure! He says there are dark forces at work in this forest . . . ,” and a Ranger joins your cause. • If 3–4 more days pass after the Ranger joins and you have still not found the Temple to Fervus, a message appears, “A Rogue in the care of the Palace healers has recovered enough to be able to help us search for a cure for this sickness, Your Majesty.” A Rogue



Map Location Key				
A	B	C	D	E
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then joins your kingdom. • When you discover the Temple to Fervus, the following message is given, "You have found a Temple to Fervus, and the high priest has cured the land of the sickness. Now you can build more guilds. The high priest warns you to beware the Witch King who dwells in the tower!" • When you destroy the Witch King Tower, six Giant Spiders are spawned in the farthest map corner from the Tower and the Daemonwoods and Giant Spiders on the map become Raiders.

ROYAL TIP



Recruit four Warriors right away, and put four separate Explore Flags in four different directions, equal distances away, to entice them to separate and explore more area more quickly. It's possible that a Rock Golem will wander in as soon as day six, and if this happens before you have found the Temple to Fervus and have built additional temples or guilds, you are going to be in a very difficult situation.

Make sure to kill all of the Daemonwood before you demolish the Witch King's Lair, otherwise while your heroes are away destroying the lair, your kingdom will be attacked by a wave of Daemonwood and Giant Spiders.

One strategy is to build two or three Marketplaces and an Elven Bungalow to bring Gold in quickly. Then, once the treasury is brimming, destroy the Elven Bungalow and build a Dwarven Settlement. The Settlement and Ballista Towers are useful against the Witch King due to his high Magic Resistance. This map is well suited to strong melee fighters, such as Warriors, Warriors of Discord, Solarii, and Adepts. Wizards are useful, however, against the Giant Spiders and Rock Golems.

A different strategy is to hope that the Rock Golem does not come early, and to build up the nucleus of your kingdom with two Marketplaces and an Inn. When you do discover the Temple to Fervus, you can build an Elven Bungalow and immediately get a much-needed income boost. Instead of destroying it, you can keep it, defend the outlying Trading Posts, and win this quest by casting spells with all the Gold in your huge treasury.

THE DAY OF RECKONING



Difficulty: Expert

Quest Availability: Secret Quest—complete every Epic Quest

Location in Ardania: North

Introduction: “Corruption blossoms from the earth! Hordes of the Underworld are springing up to ravage the land. Surely this plague of evil is a sign of sickness in the heavens—the gods are at war and we are all in danger!

“The realm must be defended from this sweeping chaos! Though mortal strength seems a fragile deterrent, you must call forth all possible might to reckon with these ultimate manifestations of all things foul and pestilent.”

Goals: Survive the onslaught of all the most evil creatures in the realm.

Map Size: Large

Starting Gold: 20,000

Starting Forces: Palace (Level 3), Warriors Guild, Wizards Guild, Warrior (Level 50), Wizard (Level 50), and Rangers Guild (M) • 30 Housing are randomly scattered near the Palace • Temple to Fervus (Level 3), Temple to Krypta (Level 3), and 3 charmed Daemonwood join you when discovered (PUV) • Temple to Agrela (Level 3), Temple to Dauros (Level 3), and Royal Gardens join you when discovered (DEJ) • Temple to Krolm, Temple to Lunord (Level 2), and Temple to Helia (Level 2) join you when discovered



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A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

(TXY) • Dwarven Settlement, Elven Bungalow, and Gnome Hovel join you when discovered (ABF)

Restrictions: No temples of any kind, Elven Bungalows, Dwarven Settlements, or Gnome Hovels may be built.

Enemies: Dirgo the Cyclops and 5 Minotaurs (HLNR) • Minotaur and Rock Golem (Off-North)

Unique Monsters: Dirgo, Witch King, Black Phantoms, Liche Queen, Rongol, Url Shekk, and Vendral



This quest is a nightmare inside of a nightmare. You need to do a lot of things, and all of them very quickly. Once you have some nearby buildable area, thanks to Dirgo destroying your Housing, build a Fairgrounds. You need your heroes to go up in level as fast as possible and you may not want them to wander off and take on the Witch King quite yet.

You may even want to leave the Witch King until last, as his Evil Oculi guardians are extremely dangerous—particularly to lower-level heroes. Also, the Giant Spiders that he summons are useful for your heroes to kill and gain Experience.

Make sure you take all of the Housing off of the Repair Queue, otherwise your peasants will be too occupied repairing Housing to help you with new construction. You may also want to take the Housing off of the Tax Queue, or at least set the Tax Collector's Minimum Pickup Level to be fairly high.

Be very careful to keep your high-level Warrior and Wizard alive, as they are very useful. The 50th-level Warrior can even take on one Black Phantom, particularly if you can get him Invisible for at least part of the time—although he may flee in terror.

The Library is vital for your Wizards to learn their most powerful spells. You also need Rangers as soon as possible, as you need to explore quickly and find the other temples. The Elves and Priestesses are particularly useful, as you need Gold for spells and the Skeletons are very helpful at distracting other monsters.

Besting this quest is the ultimate sign of an incredible ruler!

Description: At the start of the quest, you are given this message, “All the temples and dwellings of the non-human races have so far refused to take sides in this conflict! But you may still be able to find them and persuade them to join your cause!” • Throughout the quest, there is a 75 percent chance every 5 seconds that a lightning bolt will strike a random monster, hero, henchmen, or building for 16–35 points of damage. • Any new heroes



recruited during this quest begin at Level 4–6. • About 1.5 days into the quest, the Witch King, 5 Giant Spiders and 3 Evil Occuli enter from a random map edge. • About 6.5 days into the quest, the Witch King and 3 Black Phantoms enter, each choosing a random map edge. • Around 11.5 days in, the Liche Queen and 10 Vampires enter, each choosing a random map edge. • Around 15.5 days in, Rrongol and 3 more Black Phantoms enter, each from a random map edge. • Finally, 19.5 days into the quest, the last wave comes—and it is a tough one. Url Shekk, Vendral, 6 Dragons, and 3 more Black Phantoms enter, each from a random map edge. • You need to kill all the monsters to complete the quest.

A DEAL WITH THE DEMON



Difficulty: Advanced

Quest Availability: Always Available

Location in Ardania: North Central

Introduction: “Mighty Leader, forgive this intrusion, but a terrible presence has visited our castle! A . . . a demon! He claims he’s here to collect on a debt owed to him by your mother. Can this be true?”

“Since we were unable to immediately deliver the requested bounty, he said he’d return later for *triple* the amount of Gold, or he’d curse the entire village. He then vanished in a cloud of foul smelling, green smoke.”



Map Location Key				
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"Your Majesty? I hope you have a plan. Something *must* be done before he returns!"

Goals: Make 100,000 gold within 40 days, or lose this quest.

Map Size: Small

Starting Gold: 8,500

Starting Forces: Palace, Wizards Guild, Temple to Krypta, and Gambling Hall (GHLMN) • Blacksmith, Guardhouse, and Inn (CKOW) • Warriors Guild (CKOW)

Restrictions: None

Enemies: Rogues Guild (Level 2) (Rogue), 2 Rogues Guilds (Rogue), and Statue (DEJ) • 3 Harpies (GIQS) • 3 Trolls (VWX) • Dark Castle (Harpy, Troll, Ratman, **Werewolf**) (ABF) • Evil Castle (Harpy, Troll, Ratman, **Troll**) (TXY) • Creature Den (Werewolf, **Hell Bear**), Creature Den (Medusa, Goblin Priest, **Hell Bear**), and Creature Den (Troll, **Hell Bear**) (PUV) • Goblin, Goblin Archer, Goblin Champion, and Goblin Priest (Off-South) • Goblin Priest, Goblin Champion, and Goblin Archer (Off-West)

Unique Monsters: None

Description: 30 Treasure Chests with 50–150 Gold are randomly placed on the map. • The enemy Rogues Guilds each recruit a new Rogue every 1–2 days.



First off, Your Majesty, you do not need to worry about stockpiling Gold until day 20–25. Concentrate on wiping out the monsters. With three Marketplaces, two Trading Posts, and the Elven Bungalow, you can generate the needed Gold in around 10 days.

The enemy Rogues can be used to defeat the enemy monsters, as they are attracted to Attack Flags that you set. They even attack their own guild if the reward is high enough. Do not upgrade your outlying Guardhouse with Arrows until you have destroyed the Rogues Guild. Otherwise they will likely attack it, and with their superior range, they'll destroy it easily.

Use the Marketplace and Guardhouse combination or the Trading Post and Guardhouse combination to keep your Tax Collector from long dangerous journeys and to defend your revenue generators.

ELVEN TREACHERY



Difficulty: Advanced

Quest Availability: Secret Quest—complete The Bell, the Book, and the Candle, The Forsaken Land, and Rescue the Prince Epic Quests

Location in Ardania: Central

Introduction: “Majesty? It grieves me to be the bearer of such intolerable news. An Elvish miscreant has just left the castle. He came to deliver the message that his disreputable brethren have taken your son hostage! Apparently they see only the size of your treasury, not the depth of your skilled leadership.

“These foul opportunists demand you pay a ransom or, they say, you’ll never again see your son alive. How shall we deal with this Elvish impudence, My Liege?”

Goals: Make 50,000 gold in 30 days to pay the ransom or defeat the Elves, destroying all enemy heroes and buildings, in 30 days.

Map Size: Large

Starting Gold: 20,000

Starting Forces: Palace (STXY)

Restrictions: No Elven Bungalows can be constructed.



Map Location Key				
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Enemies: 3 Elven Bungalows (Elf), 6 Elves, Elven Hideout, and Statue (ABFG) • 2 Elven Bungalows (Elf), Blacksmith (Level 2), and Statue (KLPQUV) • 2 Elven Bungalows (Elf), Inn, Rogues Guild (Rogue), 4 Rogues, and Statue (CDEHIJ) • Elven Bungalow (Elf), Inn, and Marketplace (HLMNR) • Ratman and Giant Rat (Off-South) • Skeleton and Varg (Off-East)

Unique Monsters: None

Description: Signs are placed next to each of the Elven areas, "Welcome to Nowhere-ville," "The land of Slack," "Elves Rule," and "No Trespassing.—The Elves." • Every day the Elven Hideout checks to see if the Elven Bungalows have their full allotment of Elves, and if they do not, the Bungalows recruit until filled.



Build Guardhouses or Wizards Towers as soon as possible. Place them in the most likely directions that the Elves will come from. You need to do everything possible to keep the Elves from getting inside your kingdom. Build a Warriors Guild early, as the Elves often flee in terror from Warriors.

While the Elves do not usually attack your buildings, they kill your peasants so efficiently that you may not be able to build anything. The easiest method of beating this quest is to generate the Gold that they require, with three Marketplaces and a couple of Trading Posts.

If you want a bigger challenge, or you'd simply like to destroy the treacherous Elves, consider using Priestesses, Cultists, Wizards, and Solarii: Priestesses for their high-Dodge Skeletons, Cultists for charming the Varg, Wizards for their excellent range attack spells, and Solarii as they attack lairs without needing costly incentives. The Temple to Lunord is also helpful, as Wind Storm is very effective against Elves. Another strategy is to cast Animate Bones on your heroes as the Elves are very afraid of the high-Dodge Skeletons. Put all of your energy into finding and destroying the Elven Hideout to stop new Elves from being recruited.

THE FERTILE PLAIN



Difficulty: Expert

Quest Availability: Secret Quest—complete Quest for the Holy Chalice Epic Quest

Location in Ardania: Southwest

Introduction: “It honors me to counsel one so wise. Your forebears would be truly proud of the prosperity you’ve fostered in this land. This region has become rich and pleasant to dwell in thanks to your recent land acquisition. It is wonderful that the former Baron traded it for only 150 head of cattle.

“However, such prosperity does not go without notice. Rumors have reached the castle walls that there are many who seek to claim this idyllic setting for themselves. You must be on guard against any such marauders.”

Goals: Survive seven waves of Raiders who attempt to destroy your kingdom. Destroy all monsters and lairs.

Map Size: Small

Starting Gold: 40,000

Starting Forces: Palace (Level 2), 3 Housing, and Guardhouse (HLMNR)

Restrictions: No Elven Bungalows or Dwarven Settlements are available in this Quest.



Map Location Key				
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Enemies: 2 Dark Castles (Minotaur, **Vampire**) (ABFG) • Creature Den (Skeleton, **Hell Bear**) (DEIJ) • Evil Castle (Troll, **Troll**) and Evil Castle (Medusa, **Troll**) (STXY) • Abandoned Castle (Harpy, **Werewolf**) and Ancient Castle (Ratman, **Vampire**) (PQUV)

Unique Monsters: Dirgo the Cyclops

Description: Seven consecutive groups of Raider monsters are released against your kingdom. • The first group enters 3 days into the quest from the northern edge of the map and consists of 14 Goblins, 7 Goblin Archers, 7 Goblin Priests, and 7 Goblin Champions. • The second group enters 6 days in along the southern edge and consists of 17 Minotaurs. • The third group enters 8.5 days in along the eastern edge and consists of 15 Elves. • The fourth group enters 9.75 days in along the western edge and consists of 12 Dwarves. • The fifth group enters about 15 days in along the southern edge and consists of 7 Vampires. • The sixth group enters about 18 days in, each choosing a random edge, and consists of 30 Minotaurs. • The final group enters after about 21 days, each choosing a random edge, and consists of 15 Rock Golems and Dirgo the Cyclops, who enters from the north.



This is difficult quest, My Liege. One good method is to use Barbarians, Rangers, and Wizards and to frequently employ Rage of Krolm. In this case, you probably need three Marketplaces to support the cost of the Rage of Krolm.

Anti-Magic Shield is very helpful when the Vampires arrive, to keep your high-level Wizards from dying. Fairgrounds are also helpful to quickly get the Wizards up to higher levels. With attention, your Wizards could even be Level 12 by the time the Rock Golems appear on the scene, in which case it is the Rock Golems that are in for big trouble.

Another strategy is to go with the Temple to Krypta. All of their Skeletons are excellent at distracting the hordes of monsters, particularly the large waves of Minotaurs. Or, you could make a team of Wizards and Paladins. Shield of Light along with the Paladin's armor allows them to fare well against the Minotaurs.

Be mentally prepared, no matter what your strategy, to lose large chunks of your kingdom during some of the attack waves. Hopefully, you'll have enough time to rebuild before the next big wave crashes in.

THE FORSAKEN LAND



Difficulty: Beginner—it's recommended that you try this quest second

Quest Availability: Always Available

Location in Ardania: South Central

Introduction: "My Liege, while this land holds great promise, I should point out that there is much that requires your immediate attention. Our town is still beset by the marauding monsters who lurk in this forsaken land.

"We will only know true prosperity when these interlopers are kept at bay. It's in your best interest to employ the services of a variety of heroes. With their skill, and the blessings of the gods, we may be able to safeguard this community."

Goals: Destroy the Evil Castle to win this Epic Quest.

Map Size: Small

Starting Gold: 18,000

Starting Forces: Palace (ABFGHL) • Rangers Guild (CKM) • Marketplace (Level 3) (ABFG)

Restrictions: No Wizards Guild, Elven Bungalow, Gnome Hovel, Dwarven Settlement, Palace Level 3, or any temples are available.

Enemies: Evil Castle (Troll, Giant Rat, Troll) (JOTVWXY) • 2 sets of 9 Giant Rats (PQR) (DIN) • 3 Trolls (OSTWXY) • 2 sets of 4 Skeletons (EJNOSTXY) (RSTUVWXY) • Creature Den (Giant Rat, Skeleton, Minotaur, Hell Bear)



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A	B	C	D	E
F	G	H	I	J
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(UVWXY) • Creature Den (Giant Rat, Rust Spitter, Werewolf, Hell Bear)
(EJOT)

Unique Monsters: None

ROYAL
TIP



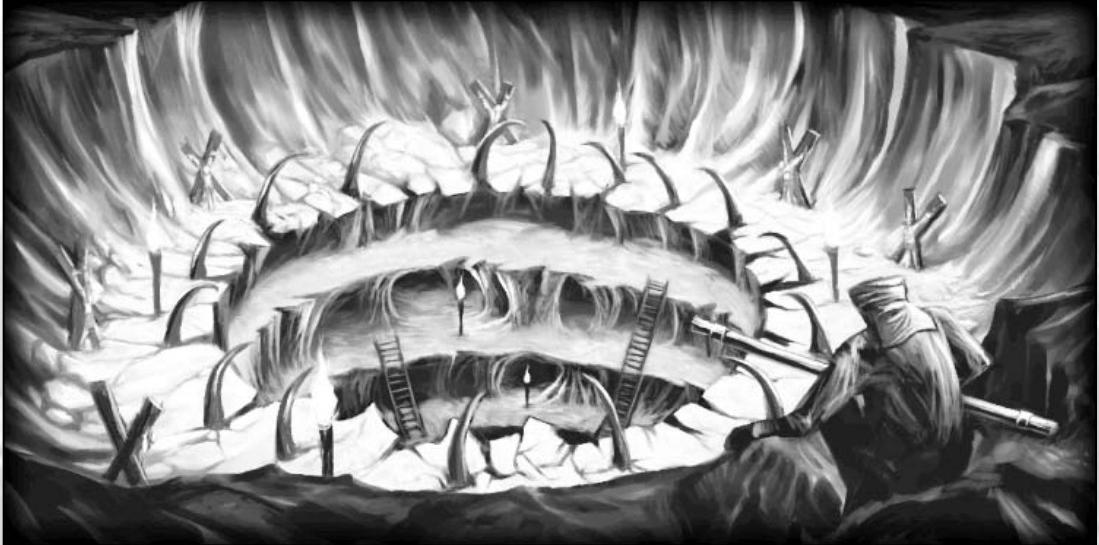
As long as you recruit heroes other than just Rangers early on, this is a fairly easy challenge. Rangers have a tough time against the Skeletons. If you wait too long before getting a good group of heroes, your kingdom may become home to more trolls than heroes.

You are rather limited in your choice of buildings in this quest.

A Level 2 Rogues Guild, providing you with poison, can be very helpful. You may want to consider having two Warriors Guilds so you can have a strong force in the field. Protect your Level 3 Marketplace with a couple Guardhouses. If you recruit four Rangers, they will quickly take care of exploring the map.

Description: 20 Treasure Chests with 50–150 Gold are randomly placed on the map. • When you begin, this message is on your Palace, “Welcome to the Forsaken Land! Use Attack Flags to help direct heroes to attack monsters that lurk too close to your buildings, or explore hidden sections of the land.” • Your starting Rangers Guild bears this message, “Recruit some Rangers to help explore the map, and locate monsters and their lairs!” • Your starting Marketplace bears this message, “Marketplaces bring income into your domain, and also sell healing potions to visiting heroes. But they are good-looking targets to Gold-hungry monsters such as Trolls . . .” • When you uncover the Dark Castle, you see this message, “This is the Dark Castle that you must destroy in order to make your realm safe! Place an Attack Flag on it to help entice your heroes to attack with haste!” • Three days after beginning, the following message appears on your Palace, “A nearby monarch, King Randolph XI, admires your cause and offers his aid. He has sent a Caravan to bolster your economy.” Two Palace Guards and a Caravan appear randomly on a map edge. • Six days into the quest, this message appears on your Palace, “A party of heroes from a nearby land have appeared and wish to join your kingdom.” Three Rangers and a Warrior appear nearby. • Nine days in, the nearby King is generous once more, and this message appears on your Palace, “Another Caravan has entered your realm, courtesy of King Randolph.” A Caravan again appears, although this time without any guards. • Twelve days in, this message appears on your Palace, “An independent Inn has set up business in the far reaches of your realm!” An Inn randomly appears on the map at this time. • From that point on, King Randolph sends a Caravan at random intervals of up to 5 days each, with the same message as before.

FREE THE SLAVES



Difficulty: Advanced

Quest Availability: Always Available

Location in Ardania: East Central

Introduction: "Disturbing rumors have reached my ears, Majesty. There are many reports of villagers gone missing near the edge of town. Fearful whispers speak of some foul creature who has been harvesting the unwitting as slaves for its diabolic schemes."

"Panic is beginning to well within the village. Something must be done, Your Highness, or we face a grave crisis. I suggest you initiate efforts to recover these people and to rid the land of this frightful menace."

Goals: Destroy four Slave Pits, releasing all of the slaves. Kill Url Shekk, the three-headed beast.

Map Size: Large

Starting Gold: 8,000

Starting Forces: Palace, Rogues Guild, and Gnome Hovel (GLQ) • Trading Post and 3 Housing join you when discovered (CW)

Restrictions: None

Enemies: Slave Pit (Ratman) and 5 Slave Crosses (Giant Rat) (EJOTY) • Slave Pit (Rust Spitter) and 5 Slave Crosses (Giant Rat) (DINSX) • Slave Pit (Medusa)



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A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

and 5 Slave Crosses (Giant Rat) (CHMRW) • Slave Pit (Goblin Champion, Goblin Priest) and 5 Slave Crosses (Giant Rat) (AFKPU) • Goblin Archer, Ratman, and Minotaur (Off-East) • Goblin Priest and Goblin Champion (Off-South) • Goblin and Roc (Off-North) • Troll, Zombie, Minotaur and Werewolf (Off-West)

Unique Monsters: Url Shekk



The Slave Pits are very dangerous, My Liege, particularly when you destroy the second one. You might want to consider not attacking them right away. The Giant Rats and Ratmen in this quest are a serious threat as they can come in great numbers as Raiders. You may want to use your Gnomes to build your kingdom up very quickly, and having a full complement of them helps keep your kingdom in good shape.

Placing two Fairgrounds, one on each side of the Palace, is very useful so the rescued heroes have a place to go and quickly gain in level. One of the most interesting aspects of this map is that you can have heroes in your kingdom who do not normally work together. The Fairgrounds can help keep them alive so you can enjoy this situation.

Be sure to protect your Marketplace with Wizards Towers or Guardhouses from theft by the Ratman. Just one of those monsters can steal thousands of your hard-earned Gold. If you build one Trading Post as close as possible and heavily defend it and the route to your Marketplace, with Wizards Towers for example, you may be able to generate enough income from it to make the investment worthwhile.

You should consider placing a Warriors Guild near your Marketplace or Trading Post so you can use Call to Arms to defend the area at a moment's notice.

Description: 20 Treasure Chests with 50–150 Gold are randomly placed on the map. • After about 2–3.5 days, a message appears on your Palace, “The queen of a nearby kingdom has sent you a healthy sum of Gold and pleads with you to help find out what has happened to some of her missing subjects.” At that time, 2,500 Gold is placed in your treasury. • A like amount of time later, another message appears, “The queen of the nearby kingdom has again sent you some Gold to aid in your search for the missing heroes, and says after this she will no longer be able to aid you, as the goblins are making an heavy incursion into her land.” This time 1,500 Gold is deposited into your treasury. • When you destroy a Slave Pit, each of the nearby Slave Crosses releases a random hero who joins your kingdom. The following message is placed on the destroyed Slave Pit, “You have destroyed a Slave Pit and freed



the nearby slaves!" There is a 40 percent chance that the hero is a Gnome, and a 10 percent chance each that it is one of the following: Paladin, Warrior of Discord, Priestess, Healer, Warrior, and Ranger. • When the second Slave Pit is destroyed, a band of Raiders enters the map: 7 Ratmen and 14 Giant Rats enter together from a random map edge, and 7 Ratmen and 7 Giant Rats also enter, with each individual choosing a random map edge. • When the third Slave Pit is destroyed, a group of Guardians appears at the last Slave Pit. The group consists of 3 Minotaurs and 2 Medusae. • When all of the Slave Pits are destroyed, Url Shekk enters the map from a random edge.

HOLD OFF THE GOBLIN HORDES



Difficulty: Advanced

Quest Availability: Always Available

Location in Ardania: North

Introduction: "Dreadful news! Scouts from the frontier report that Goblins have been seen heading this way, in massive numbers. We must stem this dark tide before they overrun and utterly destroy the kingdom. I suggest you put out a call for heroes—as many as we can muster—to protect our village and keep this vile swarm at bay."

"I implore you to act quickly! The most recent sightings were not far from the village and we are ill-prepared for such an invasion."

Goals: Destroy all Goblin Settlements.



Map Location Key				
A	B	C	D	E
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Map Size: Small

Starting Gold: 15,000

Starting Forces: Palace (Level 2), 2 Guardhouses, Warriors Guild, and 2 Warriors of Discord (M) • Inn (STXY) • Rangers Guild (BCDKOVWX)

Neutral Forces: Wizards Guild and 3 Wizards Towers (ABCDEFJKOPTUVWXYZ)

Restrictions: Rangers Guilds cannot be constructed.

Enemies: Goblin Camp (Goblin, Goblin Champion, Goblin Archer, **Goblin Champion**), Goblin Hovel (Goblin, **Goblin**), Goblin, and Goblin Champion (CH) • Goblin Camp (Goblin Archer, Goblin Champion, **Goblin Champion**), Goblin Hovel (Goblin, Goblin Archer, **Goblin**), Goblin Hovel (Goblin Priest, Goblin Champion, **Goblin**), Goblin Hovel (Goblin, Goblin Champion, Goblin Archer, Goblin Priest, **Goblin**), Goblin Priest, and Goblin Archer (QU) • Goblin Camp (Goblin, Goblin Priest, Goblin Archer, Goblin Champion, **Goblin Champion**), Goblin, and Goblin Champion (ST) • Goblin Camp (Goblin, Goblin Archer, **Goblin Champion**), Goblin Hovel (Goblin, Goblin Archer, Goblin Champion, Goblin Priest, **Goblin**), Goblin Hovel (Goblin, Goblin Archer, Goblin Champion, Goblin Priest, **Goblin**), Goblin Priest, and Goblin Champion (HJKP) • Goblin Hovel (Goblin, Goblin Champion, **Goblin**), Goblin Hovel (Goblin Archer, **Goblin**), and 2 Goblins (BFJKPU) • Goblin Camp (Goblin, Goblin Champion, Goblin Priest, Goblin Archer, **Goblin Champion**), and Goblin Hovel (Goblin, Goblin Champion, **Goblin**) (DPVY) • Goblin Hovel (Goblin, Goblin Champion, Goblin Archer, **Goblin**) (CFKPW) • Goblin Camp (Goblin, Goblin Priest, Goblin Archer, Goblin Champion, **Goblin Champion**), Goblin, and Goblin Champion (EFJQUV) • Goblin Hovel (Goblin, Goblin Archer, **Goblin**), Goblin Hovel (Goblin, Goblin Champion, **Goblin**), and 2 Goblins (JKPSTV) • Goblin Camp (Goblin, Goblin Priest, Goblin Archer, Goblin Champion, **Goblin Champion**), Goblin, and Goblin Champion (BDFKQX) • Goblin, Goblin Priest, Goblin Champion, and Goblin Archer (Off-North) • Goblin, Goblin Priest, Goblin Champion, and Goblin Archer (Off-South) • Goblin, Goblin Priest, Goblin Champion, and Goblin Archer (Off-East) • Goblin, Goblin Priest, Goblin Champion, and Goblin Archer (Off-West)

Unique Monsters: None



Description: 40 Treasure Chests with 50–150 Gold are randomly placed on the map. • Every half day the allied Wizards Guild recruits a new Wizard, if there is still room in the guild. • The allied Wizards Guild begins the quest invulnerable, as stated in the message on the guild, “This independent Wizards Guild pledges to help defend the realm! Better yet, the local magi have enchanted it so that the building is invulnerable for a duration.” • The 3 allied Wizards Towers have a 50 percent chance of beginning the quest Enchanted, and there is a 50 percent chance for each one to be Enchanted again every 2 days. • About 2–2.5 days into the quest, the allied Wizards Guild deposits 3,000 Gold into your treasury and this message appears on your Palace, “The allied Wizards Guild has contributed Gold to your treasury!” • About 2 days later, the guild sends another 4,000 Gold and this message appears on your Palace, “In order to further aid the cause, the allied Wizards have deposited more Gold in your treasury!” • Between a half and full day later, the Wizards Guild loses its Invulnerability. This message appears on the guild, “Your allied Wizards Guild has lost its ward of invulnerability! It is mortal again, and may be destroyed by these crazed Goblins . . .” • At 12.5 days into the quest, this message appears on your Palace, “Word has arrived that the Goblins have begun to recruit Trolls! You must wipe them out now, Your Majesty, before all is lost!” • At 14 days in, the dreaded Troll wave is initiated. A Troll is spawned from every remaining Goblin Camp and Goblin Hovel as well as one from each side of the map. The Trolls War Party in groups of 5, which can include Goblins.



This is a frantic quest, Your Majesty, but one that is not as difficult as it may first appear. Recruit four Rangers right away. Because you cannot build another Rangers Guild, you'll want to do your best to keep this one. Use the Move Camp Building Skill to bring it near your Palace, where it is safer.

The Rangers are important for finding the outlying Goblin Camps and Hovels so you can destroy them before the Troll wave. If not the Rangers, then use Rogues, who are easy to direct with small Explore Flags. If you have Wizards, be sure to Research Fire Blast at the Library as it is very effective against multiple targets.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

QUEST FOR THE CROWN



Difficulty: Advanced

Quest Availability: Always Available

Location in Ardania: Southwest

Introduction: "An enlightening discovery, Your Highness! The Crown of Sydrian—the long-lost symbol of your family's power—has been located. It resides in an evil fortress on the frontier.

The recent waves of monster attacks have left your people dispirited. Reclaiming this item would doubtlessly boost your subjects' faith and renew the support of your family's house. I greatly urge you to take advantage of this unexpected opportunity."

Goals: Find and destroy the lair that the Crown rests in.

Map Size: Large

Starting Gold: 25,000

Starting Forces: Palace (Level 2), Blacksmith, Rangers Guild, Warriors Guild, Rogues Guild, Wizards Guild (Level 2), and 2 Wizards Towers (M) • 2 sets of 2 Elven Bungalows and Inn join you when discovered (GHILNQRS) (ABCDEFGHIJKOPTUVWXYZ)

Restrictions: None



Enemies: Crown Site (Werewolf, Minotaur, **Giant Rat**), 2 Evil Oculi, and 2 Treasure Chests with 800–1,100 Gold (ABCDEFJKOPTUVWXYZ) • Ancient Castle (Minotaur, **Werewolf**) (GHILNQRS) • Dark Castle (Minotaur, Harpy, **Werewolf**) (GHILNQRS) • 3 sets of 5 Minotaurs (GHILNQRS) (EJOTY) (AFKPU) • Abandoned Castle (Minotaur, Harpy, **Werewolf**) (ABCDEUVWXYZ) • Evil Castle (Minotaur, Harpy, **Troll**) (AEFJKOPTUY) • 2 sets of 1 Daemonwood and 3 Treasures with 800–1,100 Gold (ABDFK) (OTWXY)

Unique Monsters: None

Description: 65 Treasure Chests with 50–150 Gold are randomly placed on the map. • Signs near the Crown Site read, “Turn back while you can!”, “This is the resting place of The Crown of King Sydrian.”, and “Beware the eyes!”



The key to this fairly tough quest is surviving the early Minotaur wave. One method of doing this is to accept the fact that you are going to lose a lot of buildings—make sure that you take them off the Repair Queue! Recruit four Wizards, build three Wizards Towers around the Wizards Guild and another three around the Blacksmith. Upgrade the Blacksmith as quickly as possible.

After a good portion of your kingdom is destroyed, except the key buildings you have protected, the Minotaurs will most likely go after your Palace. This sends the Wizards out to defend the Palace. Make them Invisible and watch them increase in levels quickly. You need to be careful to keep them Invisible, though, because it does not take many blows from a Minotaur to kill a Wizard.

Once the Minotaurs are dead, you have mid-level Wizards, a fully stocked Blacksmith, and a Marketplace. The moment that you get your Blacksmith to third level, build a Dwarven Settlement. Then, when you find the Elves, you'll have both Elves and Dwarves at the same time! The income from the Elves allows you to build a huge number of Ballista Towers.

You can take other directions from the start, such as keeping the Warriors Guild, Rogues Guild, and the Wizards Guild. With this route, be certain to quickly upgrade the Rogues Guild so poison is available. It is important to decide which buildings to save and which to let be destroyed—if you try to save all of them, you may lose everything.

Once past the first wave, just continue to build up your kingdom until you have found the Hidden Crown Site.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
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P	Q	R	S	T
U	V	W	X	Y

QUEST FOR THE HOLY CHALICE



Difficulty: Advanced

Quest Availability: Always Available

Location in Ardania: Northwest

Introduction: "Your Majesty's recent illness has taken its toll on the people. Their grief for your suffering only increases with sad news that your condition does not improve. It should now be clear to all that dark magics fuel this insidious ailment."

"I would not disturb your rest were it not for some hopeful news. The trusted old wizard, Rezzenthell, told me of a relic—a Chalice—containing incredible healing power. It is hidden somewhere in the realm. I implore you to send your heroes scouring the land in search of this Holy Chalice. It may be the only thing which can put an end to your illness."

Goals: Recover the Holy Chalice within 30 days, or your illness will consume you. There are rumors that a guild of mighty Paladins resides somewhere in the countryside. If you find it, they may aid you. Beware! Lairs in this land never die—they just go dormant for awhile.

Map Size: Large

Starting Gold: 5,000

Starting Forces: Palace, Marketplace, Temple to Dauros, and Fairgrounds (GQ) • 2 sets of 1 Trading Post (IX) (NU) • Warriors Guild, 2 Paladins (Level 3),



and 2 Paladins (Level 4) join you when discovered (CY) • 5 Treasure Chests with 250–750 Gold (U) • 2 sets of 6 Treasure Chests with 250–750 Gold (P) (FKN)

Restrictions: Can't build Marketplaces in this quest.



The lairs can be useful for providing monsters for the Monks to kill to gain Experience Points. You may want to destroy the lairs that produce highly Magic Resistant creatures, such as the Dryads, though. These creatures can kill a high-level Wizard when you are not watching.

Fairgrounds are useful for increasing the level of your heroes. You need tough heroes to tackle the Hidden Chalice Site.

If you are having trouble with Patrolling monsters continually coming into the heart of your kingdom, destroy one of their nearby lairs. The monsters patrol from lair to lair, and this may redirect them away from your kingdom.

When you are ready, send everyone to the Chalice Site with a huge Attack Flag. Try to avoid Rrongol. One tactic is to use Wind Storm to blow him backward, allowing you to concentrate on the Hidden Chalice Site.

If you do end up in battle with Rrongol, or if you are just interested in killing him, you are in for quite a fight. Paladins work particularly well. You may need to extend Wizards Towers far enough that you can cast Invisibility on your heroes. Regardless, against such a powerful foe, your heroes certainly need a lot of spell support from you.

Enemies: Creature Den (Skeleton, Zombie, Vampire, **Hell Bear**) (W) • Ruined Keep (Skeleton, Zombie, Werewolf, **Medusa**) and Giant Rat (D) • Ruined Altar (Rust Spitter, Rock Golem, Giant Spider, **Harpy**), Giant Spider, Skeleton, and 2 Zombies (BJ) • Ancient Castle (Dryad, Minotaur, Zombie, **Vampire**) (HM) • Creature Den (Hell Bear, Roc, **Hell Bear**) (RV) • Dark Castle (Varg, Troll, Dryad, **Vampire**) (FK) • Ruined Shrine (Giant Spider, Daemonwood, Zombie, Skeleton, **Evil Oculus**), Giant Rat, Zombie, and Skeleton (O) • Creature Den (Varg, Giant Spider, Hell Bear, **Hell Bear**) (A) • Ruined Altar (Skeleton, Zombie, Vampire, Evil Oculus, **Harpy**), Giant Spider, Skeleton, and 2 Zombies (BJ) (T) • Daemonwood and 3 Treasure Chests with 250–750 Gold (L) • Hidden Chalice Site (**Harpy**, **Harpy**) and Rrongol the Hunter (ES)

Unique Monsters: Rrongol the Hunter



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Description: A sign reading “Trespassers will be eaten—Rrongol the Hunter” is near the Hidden Chalice Site. • All monsters in this Quest except Daemonwoods and Rrongol are Patrollers. • All of the Treasure Chests with 50–150 Gold on the map refill with Gold 1.5–3 days after being opened. • Every half day to 7 days, a destroyed lair is rebuilt. • When you discover the Hidden Chalice Site, this message is on it, “You have discovered the Holy Chalice’s resting place. Destroy it in order to obtain the Holy Chalice that will stave off your terminal disease!”

QUEST FOR THE MAGIC RING



Difficulty: Advanced

Quest Availability: Always Available

Location in Ardania: East

Introduction: “Majesty? I fear my vision grows alarmingly dim. The dark plague which grips our land does not respect the boundaries of these castle walls.

“This epidemic sweeps through our land, leaching away the very life from your loyal subjects. Our best doctors seem unable to slow the pace of this dread disease.

“Before . . . (cough). Before slipping into unconsciousness, the mighty wizard Rezzenthell insisted that there was only one way to halt this affliction. You



must recover the Ring of Healing, which the legends say is located somewhere in Ardania.

"Please, Your Majesty, act with greatest haste."

Goals: Recover the Ring of Healing.

Map Size: Large

Starting Gold: 10,000

Starting Forces: Palace and Temple to Helia (AU)

Restrictions: None

Neutral Forces: Palace (Level 3), Warriors Guild, Gnome Hovel, Temple to Dauros, Temple to Agrela, 2 Guardhouses, Rangers Guild, Wizards Guild, Blacksmith, and Marketplace (JNT) • 2 sets of 1 Inn (V) (B) • Warrior, Wizard, and Ranger (near your Palace)

ROYAL TIP



Waging war against the other kingdom is very entertaining, if I may say so myself, Your Majesty. You may want to build Wizards Towers out to the Hidden Ring Site in case a hero from the other kingdom attempts to get the Magic Ring. Consider crushing the other kingdom before you destroy the Hidden Ring Site. You may even need to dismiss your Solarii to keep them from attacking the lair.

One nasty tactic against the other kingdom is to build a Wizards Guild right in the middle of their buildings, recruit four Wizards, and then go to war with them by placing an Attack Flag on their Palace. You may want to wait, though, until the other kingdom has given you their 5,000 Gold gift before attacking them.

Once you destroy the Hidden Ring Site, the Black Phantoms hover around the Ring—after killing anyone holding it, of course. One way to get the Magic Ring is to speed up a hero with a spell, make him or her Invisible, and get the ring and get out of there before the Black Phantoms can kill him or her. To this end, you could destroy the Temple to Helia and build a Temple to Lunord for the Winged Feet spell. To accomplish actually getting the magic item, place a very large Explore Flag near the Magic Ring and then cast the spells on whichever hero decides to go after it.

An entirely different approach is to make Gold off of the other kingdom. Upgrade your Blacksmith to Level 3, build another one near their Inn, and build a Guardhouse near their Inn for a Gold drop-off place. The Phantoms can be killed—even though they are very tough. Anti-Magic shield on your heroes is one approach, as is using Vines on the vile creatures.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Enemies: Hidden Ring Site (Medusa, Werewolf, Giant Spider, **3 Black Phantoms**) and 4 Daemonwood (CDMQSW) • Ruined Keep (Zombie, Skeleton, Troll, Minotaur, **Medusa**) and Giant Rat (QW) • Goblin Camp (Goblin, Goblin Archer, Goblin Champion, Goblin Priest, **Goblin Champion**), 2 Goblin Hovels (Goblin, Goblin Archer, Goblin Champion, Goblin Priest, **Goblin**), Goblin Priest, and Goblin Champion (LX) • Creature Den (Varg, Hell Bear, Giant Rat, Giant Spider, **Hell Bear**) (HLRW) • 6 Varg and 1 Werewolf (MRW) • 9 Giant Rats (BCGMP) • 4 Skeletons (GQV) • Goblin Camp (Goblin, Goblin Archer, Troll, **Goblin Champion**) (M) • Goblin, Goblin Archer, and Minotaur (Off-South) • Ratman and Werewolf (Off-West)

Unique Monsters: Black Phantoms

Description: If they have room, guilds of the other kingdom recruit a new hero every half to full day. • In the beginning, this message is on one of the other kingdom's Inns, "It appears that there is another kingdom in this realm . . ." • Four days into the quest, 5,000 Gold is deposited into your treasury, and this message is displayed on your Palace, "In a gesture of good faith, the neighboring kingdom deposited Gold into your treasury!" This event does not occur if you are at war with the other kingdom. • When the Hidden Ring Site is destroyed, 3 Black Phantoms appear that are Item Hunters after the Magic Ring, the other kingdom declares war on you, and this message is displayed on the lair, "A hero has recovered the magic ring, and with it a terrible curse! Suddenly, you find yourself at war with the other kingdom in this realm. If the other kingdom manages to return the ring to their Palace the curse will not be broken, and all will be lost! Also, you have incurred the wrath of the Black Phantoms. They will smite any hero who holds the ring!" • At this time, a new Hidden Ring Site is placed on the map with this message on it, "A hero must return the magic ring to this pedestal in order to end the curse, depose the Black Phantoms, and restore peace between you and your neighbors!" This Hidden Ring Site cannot be attacked. • If one of your heroes returns the Magic Ring to the new Hidden Ring Site, you win the quest, the Black Phantoms are killed, and the other kingdom becomes friendly again.

RESCUE THE PRINCE



Difficulty: Beginner

Quest Availability: Always Available

Location in Ardania: South

Introduction: "This morning, while cleaning out the royal courier pigeon roost, a servant noticed an unfamiliar bird. Attached to its leg was a message. It reads:

"I am trapped in the tower of an evil wizard! Please, please, please rescue me. My mother, the Queen of Valmorgen, will richly reward you.'

"Scouts confirm that the young Prince of Valmorgen recently vanished while on a hunting trip. The reward and goodwill generated by this rescue would do our kingdom well."

Goals: Destroy the Tower Prison in which the Prince is imprisoned to win this Epic Quest.

Map Size: Small

Starting Gold: 20,000

Starting Forces: Palace and Wizards Guild (INS) • Marketplace (Level 3), Guardhouse, and Library (JOT) • 2 sets of 5 Treasure Chests with 50–150 Gold (HMR) (EMY)



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Restrictions: No temples, Elven Bungalows, Dwarven Settlements, Gnome Hovels, or Rangers Guilds are available.

Enemies: Tower Prison (Medusa, **Ratman**), 4 Giant Spiders, and 2 Treasure Chests with 125–275 Gold (ABFGKLPQUV) • 6 Varg and 1 Werewolf (BGLQV) • 2 Creature Dens (Hell Bear, **Hell Bear**) and Creature Den (Hell Bear, Rust Spitter, **Hell Bear**) (CW) • 2 Creature Dens (Hell Bear, Varg, **Hell Bear**) and Creature Den (Hell Bear, **Hell Bear**) (ABFGKLPQUV) • 9 Giant Spiders (CHMRW) • 9 Giant Rats (EY)

Unique Monsters: None

Description: Your Palace starts with this message, “Since you can’t use Rangers to aid you in this quest, rely on the Farseeing spell from your Wizards Guild to explore the hidden areas.” • Your Wizards Guild starts with this message, “Cast spells from your Wizards Guild to help find the prince and defeat your enemies. Upgrade your Wizards Guild to get access to more powerful spells, then expand their range by building a network of Wizards Towers.” • Your Marketplace starts with this message, “Upgrading your Marketplaces increases the rate and amount of money they bring into your realm. Be sure to keep up your income so that you can pay for spells from the Wizards Guild.” • Your Library starts with this message, “Wizards can learn powerful spells at the Library, once you have researched them. Intelligent heroes may also learn a few spells at higher levels.” • An obelisk reading “Turn Back” is placed near the Tower Prison. • When you find the Tower Prison, it has a message on it reading, “You have discovered the Prison in which the prince is held captive! Level it and release him!”



This rescue is a relatively simple matter, My Liege. It is very helpful to have two Warriors Guilds for the muscle, and an upgraded Rogues Guild for the poison. As you do not have Rangers, the Rogues are also useful for exploring the map, though you can also use the Farseeing spell for this. Due to the number of Medusae with their high Magic Resistance, you may want to consider not even recruiting any Wizards.

SLAY THE MIGHTY DRAGON



Difficulty: Expert

Quest Availability: Always Available

Location in Ardania: Northeast

Introduction: "Forgive the intrusion, Your Majesty, but you must awaken! The day that Juleck the Prophet spoke of is upon us. The mighty dragon, Vendral, has awakened from his thousand-year slumber in the Mountains of Doom and is attacking the realm!"

"There is little time. You must recruit forces to find the weapons that will help destroy this threat before the kingdom becomes a scorched, barren waste. Send heroes to find the sword of Byran the Dragonsmiter. This manner of blade is the only known weapon that may cleave Vendral's hide."

Goals: Find the Hidden Sword Site and destroy it to obtain the Magic Sword, which makes Vendral mortal. Then slay Vendral.

Map Size: Large

Starting Gold: 15,000

Starting Forces: Palace, Blacksmith, Library, Marketplace, Fairgrounds, Fountain, Temple to Helia, and 2 Statues (FKP) • Wizards Guild and Wizard (Level 20) join you when discovered (JM) • Warriors Guild and Warrior (Level 25) join you when discovered (AB) • Temple to Agrela and Healer (Level 25)



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A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

join you when discovered (CMRY) • Dwarven Settlement and Dwarf (Level 25) join you when discovered (EJOTY) • Rogues Guild, Rogue (Level 30), Temple to Lunord, Adept (Level 25), Marketplace (Level 3), and Statue join you when discovered (GLQ)

Restrictions: You can't build any guilds or temples in this quest.

Enemies: Hidden Sword Site (Medusa, Evil Oculus, **Harpy**) (DNS) • Creature Den (Rust Spitter, Varg, **Hell Bear**) (I) • Creature Den (Varg, Giant Rat, **Hell Bear**) (JR) • Evil Castle (Varg, Ratman, Troll, **Troll**) (SX) • Goblin Camp (Goblin, Goblin Priest, Goblin Archer, Goblin Champion, **Goblin Champion**) and 2 Goblin Hovels (Goblin, Goblin Priest, Goblin Archer, Goblin Champion, **Goblin**) (SWY) • 2 sets of 6 Varg and 1 Werewolf (X) (GLQ) • 3 sets of 5 Flowering Strangleweeds (G) (S) (U) • 3 Harpies (JN) • Dark Castle (Dryad, Harpy, Minotaur, **Vampire**) (H) • Ancient Castle (Medusa, Werewolf, Harpy, **Vampire**) (EY) • Vendral (A)

Unique Monsters: Vendral

Description: 40 Treasure Chests with 50–150 Gold are randomly placed on the map. • The first time Vendral attacks, he stays for 1.5 days then leaves the map. • The next time Vendral attacks, in 3–8 days, he stays a random length of time that is a bit longer than the first visit and he brings a group of 7 randomly placed Bomber Harpies with him. • The next time, 2–3 days later, he comes alone. • The fourth time Vendral comes, about 3–4 days later, he brings 4 Dragon Bombers with him, each from a random map edge. • From then until you clone the Magic Sword, he arrives alone about every 1.5–2 days. • When you destroy the Hidden Sword Site, the following message appears on it, “Your heroes have obtained the Magic Sword! However, one Magic Sword isn’t going to get you very far against a terribly powerful enemy such as Vendral. Perhaps the Dwarves can help you?” • After you destroy the Hidden Sword Site, as long as one your heroes has picked up the Magic Sword and you have a Dwarven Settlement, you get the following message at the Settlement, “The Dwarves have duplicated the magic sword! They have distributed copies to all of the heroes in your kingdom. Now it’s time to deal with that Vendral problem . . .” Each of your heroes gains a Magic Sword, which makes their normal attacks effective against Vendral. • At this time, Vendral enters the map if he is not already on it—as do a number of other monsters, each from a random map edge. He arrives with 4 Dragons and 4 Harpies that are also Bombers, as well as 6 Minotaurs. In addition, Vendral no longer leaves the map.



ROYAL TIP

You need a strong stomach for this quest, My Liege. The first task is to make certain that Vendral does not destroy your kingdom. One method is to continue to recruit Solarii, as Vendral will stop attacking a building and kill an attacking Solarii. After killing a hero, Vendral often chooses a different target than the one he was attacking before. During this time, your Peasants have a chance to repair the damage to the first building. Using this method, you may avoid losing any buildings at all.

Once Vendral leaves, use the Solarii to explore. Because of this, it is important to not build any Guardhouses. When there are Guardhouses around, the Solarii may decide to Garrison them. Solarii are also not motivated by small sums of Gold, so your Explore Flags may need to be rather costly. Take advantage of the high-level heroes that you find, for they are all useful.

Every time Vendral shows up, try the same distraction method as above. Once you find the Magic Sword and the Dwarves clone it, the fight with Vendral is fairly difficult but also fairly straightforward. Anti-Magic Shield and Invisibility are helpful. Unlike normal Dragons, Vendral is not distracted by Wizard Towers. One tactic is to keep your highest-level hero visible, so Vendral focuses on him, and to use Invisibility on the rest. Ignore the damage to your kingdom and ignore other monsters—focus all of your effort on Vendral.

TOMB OF THE DRAGON KING





Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Difficulty: Expert

Quest Availability: Secret Quest—complete The Barren Waste, Hold off the Goblin Hordes, and Free the Slaves Epic Quests

Location in Ardania: Southeast

Introduction: “Your Majesty, I bear news of great import. Using his crystals and ethereal energies, the old Wizard, Tarsival, has divined the destiny of your kingdom. His vision in such matters is usually quite clear, so I urge you to respect his forecast.

“The Wizard claimed to see an ancient tomb, forgotten by all. It was rediscovered and visited by many heroes. One eventually recovered a magic sword that rests within. Tarsival insists that for the good of the land, this event must come to pass.”

Goals: Destroy the 3 lairs to reveal the location of the Tomb. Destroy the Tomb of the Dragon King.

Map Size: Large

Starting Gold: 8,000

Starting Forces: Palace, Temple to Krypta, Wizards Guild, and Library (PUV) • Rangers Guild (CM) • 3 Temples to Krohm join your kingdom when discovered (JO) • Trading Post with 9,000 Gold, 2 Guardhouses, and a Library join your kingdom when discovered (Q)

Restrictions: No Guards are willing to venture out in this hostile land, so you cannot construct any Guardhouses.

Enemies: 3 Vampires, Daemonwood, Stone Tablet, and 3 Treasure Chests with 500–1,000 Gold (M) • First Lair: Ruined Keep (Dragon, **5 Dragons**) and 3 Treasure Chests with 500–1,000 Gold (DEJ) • Second Lair: Evil Castle (Poisonous Plants, Medusa, **1–5 Medusae**) and 3 Treasure Chests with 500–1,000 Gold (ABF) • Third Lair: Dark Castle (Werewolf, **5 Werewolves**) and 3 Treasure Chests with 500–1,000 Gold (TXY)

Unique Monsters: None

Description: When the quest starts, this message is on your Palace, “It is said there are clues to discovering the Tomb of the Dragon King hidden in the lairs of this realm. You must destroy all the lairs to discover them.” • The Stone Tablet reads, “Here lies the Dragone Kinge, watched over by his Vampyre guards.” • The Vampires are Guardians of the Tomb—they protect it from anyone approaching. • Eight days into the quest, 3 Dragons each enter the map from a random edge. • At 16 days the same thing happens, but this time it is 7 Dragons. • At 24 days in the same thing happens, also with



7 Dragons. • Every 8 days thereafter, 2 more Dragons enter, each from a random edge. • When you destroy the 3 lairs, this message appears on the Stone Tablet, "You have discovered the Tomb of the Dragon King. Now reclaim the magic sword from within!" Also at this time, the Dragon Tomb appears near the Stone Tablet, as do 6 Dragons.



This quest is an incredible challenge, My Liege. Consider recruiting four Wizards and four Priestesses immediately. Build a network of Wizards Towers around the city to distract the raiding Dragons. Enchant one of the Towers, which draws the attention of the Dragons. Then Enchant the next closest Tower as the first one is about to be destroyed, and while the Dragons attack that one, rebuild the first. During this time, your heroes can attack the Dragons and finally kill them. This is an expensive tactic, so you'll need Marketplaces and the Elven Bungalow. If you want to attract heroes by placing an Attack Flag on a Dragon, it better have a lot of Gold attached to it!

Do not destroy the Ruined Keep last. If you do this, you'll get a wave of Dragons as well as the Dragons that the Tomb begins to quickly spawn. This is a terrible situation and one that any ruler would be hard-pressed to overcome. In fact, it is best to destroy the Ruined Keep first to stop the Dragons from attacking your kingdom. It should be easy to determine which direction they are coming from when they attack, just place an Explore Flag in that direction to find their Ruined Keep.

Try to build up to Lunord or Helia before finding the Barbarians. This means that you'll be able to use Rage of Krolm on them as well—not a common occurrence and one that is very deadly. Having the Barbarians with the other temples is a great situation, as you can cast all of the temple spells on the Barbarians, such as Healing, Resurrection, and Stone Skin.

You need to be ready to destroy the Tomb right when you destroy the third lair. One strategy is to begin with Elves for the Gold, and then destroy the Bungalow and create a Dwarven Settlement. You can then build Ballista Towers all around the Stone Tablet before you destroy the third lair. Wizards Towers work as well, but the Ballista Towers are a bit more effective and do not require Enchanting.

When you do destroy the third lair, the Dragons will be distracted by the Ballista Towers—instead of speeding right for your kingdom. You need time to get your heroes from the final lair to the Tomb. If there are Dragons attacking the city, the heroes will likely fight them instead of the Tomb, which may easily become a losing battle.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

VAMPIRIC REVENGE (DEMO ONLY)

Difficulty: Beginner

Quest Availability: Majesty Demo—available at www.majestyquest.com

Introduction: “Your Majesty! Rumors of a life-draining menace are spreading through the countryside like wildfire. You must lead a heroic crusade to drive this evil presence from our fair land!”

Goals: Destroy the two Vampires in the Dark Castle

Map Size: Small

Starting Gold: 10,000

Starting Forces: Palace, Marketplace and Guardhouse (M)

Restrictions: No temples, Level 3 Palace, Wizards Guild, Blacksmith, Marketplace, Level 2 Guardhouse, Elven Bungalow, Dwarven Settlement, Gnome Hovel, Rogues Guild, Inn, Trading Post, Statue, Library, Fairgrounds, Royal Gardens, or Ballista Tower can be constructed in this quest.

Enemies: Dark Castle (Skeleton, Zombie, Troll, Minotaur, **2 Vampires**, **5 Zombies**, **8 Skeletons**) and 4 Flowering Strangleweeds (AJV) • Creature Den (Ratman, Giant Rat, Zombie, Skeleton, **Giant Rat**) (CKX) • 3 sets of 4 Flowering Strangleweeds and Treasure Chest with 500–1,000 Gold (BG) (SW) (DY) • Creature Den (Zombie, Skeleton, Ratman, Giant Rat, **Giant Rat**) (EPT) • Creature Den (Giant Rat, Ratman, Troll, Minotaur, **Giant Rat**) (QU) • Creature Den (Giant Rat, Ratman, Troll, Zombie, **Giant Rat**) (IO) • Troll, Minotaur, Ratman, and Giant Rat (Off-North) • Giant Rat, Troll, Minotaur, and Skeleton (Off-South) • Zombie, Ratman, Skeleton, and Troll (Off-East) • Zombie, Troll, Minotaur, and Giant Rat (Off-West)

Unique Monsters: None

Description: A sign near the Dark Castle reads, “Disturb my slumber and I will show you what ‘mortal’ means. Signed, Master of the Dark Castle” • Three days into the quest, 2 Wizards appear in your kingdom and join you, each carrying 5 Healing Potions. The following message is shown on your Palace, “A pair of Wizards have accidentally Teleported into your domain . . .” • At day 6, 3 Minotaurs appear in your kingdom, each not far from the Palace. • At day 9, 4 Trolls appear in your kingdom, each not far from the Palace. • About 7–10 days into the quest, a Paladin with 2 Healing Potions enters the map. A message appears reading, “Eager to combat evil, a righteous Paladin has joined your kingdom!” • After you find the Dark Castle, this message appears on it, “Your heroes have found the Dark Castle. Destroy it!” • When

you destroy the Dark Castle, all monsters on the map except the Flowering Strangleweeds are Teleported to the Dark Castle.



This is a fairly easy challenge, My Liege. The Wizards tend to be effective against the Trolls and Minotaurs, but you need decent Warriors to handle the Vampires at the end. You might want to build a Guardhouse or two near the Dark Castle, and give it Arrows to help when the Castle falls. If you do not construct a Wizards Guild right away, the two Wizards who join you will continue to wander and fight, instead of heading home and resting frequently.

VENGEANCE OF THE LICHE QUEEN



Difficulty: Expert

Quest Availability: Always Available

Location in Ardania: Northwest

Introduction: Royal Advisor: "Majesty. I'm here with the latest report from the Chief Tax Collector. He reports that the fiscal quarter will soon be ending and the treasury reports . . ."

Liche Queen: "You dare interfere with the plans of the Liche Queen? Your meddling presence has been like a thorn in my side. I will soon remove you and your sorry heroes, permanently."



Map Location Key				
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F	G	H	I	J
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Royal Advisor: "... could damage income potential if not properly balanced against spending in other areas . . . Uh . . . Your Highness? Did you hear what I was saying?"

Goals: Drive the Liche Queen from her rocky lair, and then defeat her.

Map Size: Large

Starting Gold: 15,000

Starting Forces: Palace and 2 Temples to Agrela (RUVWXY) • 3 sets of 4 Skeletons (KLMNO) (PQRST) (UVWXY) • Blacksmith, Inn, and Rogues Guild join your kingdom when discovered and 4 Treasure Chests with 50–150 Gold (KLPQ) • Inn, Dwarven Settlement, and Ballista Tower join your kingdom when discovered and 2 Treasure Chests with 50–150 Gold (IJNO) • Inn and Warriors Guild join your kingdom when discovered and 2 Treasure Chests with 50–150 Gold (PTUY)

ROYAL
TIP



The key to this quest is surviving the Skeleton waves. One good strategy is constructing two or three Warriors Guilds around the outskirts of the kingdom, effectively defending the Temples to Agrela. When the Skeletons come, you can use the Call to Arms Building Skill to bring the Warriors back home. With the Healers in the thick of the action and the Skeletons focusing on the Warriors, the Healers will go up levels quickly, which is important as their high-level spells make them quite powerful.

You may want to divide your forces between Warriors and Paladins. If you have all Paladins, they may make such short work of the Skeletons that your Healers do not have a chance to gain levels.

Fairgrounds are very helpful for training your Paladins, as they are quite impressive fighters at high levels. If they die at low levels, however, their high recruitment cost is a large waste of Gold.

It is important to protect the Blacksmith when you find it, as you cannot build another. It makes a big difference if your Paladins and Warriors can gain access to the better weapons and especially armor. You can defend the Blacksmith with Ballista Towers or Guardhouses.

Try to get Elves into your Kingdom quickly, before you find the Dwarven Settlement, so you can have both races in your kingdom. This means that you need to find the Inn before the Dwarven Settlement.

One good method for killing the Liche Queen is by surrounding her lair with Ballista Towers. Her Magic Mirror keeps Vines and Petrify from working, unless you can cast one of them on her quickly. You can also use damage spells to kill her minions, and then leave her for your wave of Paladins and other heroes.



Restrictions: You cannot build a Temple to Krypta, Blacksmith, Inn, Dwarven Settlement, or Rogues Guild in this quest.

Enemies: Liche Queen Lair (Vampire, Zombie, Skeleton, **Liche Queen**), 2 Graveyards, Ruined Altar (Skeleton, **2 Skeletons**), 2 Vampires, and 3 Treasure Chests with 300–600 Gold (BCDH) • Ruined Shrine (Skeleton, Vampire, Zombie, **6 Skeletons, Vampires, and/or Zombies**), Ruined Altar (Vampire, **2 Vampires**), Ruined Keep (Goblin Archer, **6 Goblin Archers**), Zombie, Vampire, and 2 Treasure Chests with 300–600 Gold (AFGKL) • Ruined Shrine (Zombie, **6 Zombies**), Ruined Altar (Vampire, **2 Vampires**), Ruined Keep (Skeleton, Goblin Archer, **6 Skeletons and/or Goblin Archers**), Zombie, Vampire, and 2 Treasure Chests with 300–600 Gold (EIJNO) • Goblin Archer, Goblin Champion, Minotaur, and Troll (Off-North)

Unique Monsters: Liche Queen

Description: A fancy iron sign placed near the Dwarven Settlement reads, “Dwarven Village.” • At 3–5 days after the quest begins, a Raider group of 7 Skeletons appears at a random map edge and you hear the Liche Queen’s hollow laughter. • About 3–4.5 days later, 12 Skeleton Raiders appear at a random map edge and you hear the Liche Queen say, “You frail mortals cannot stop me.” • About 3–5 days later, 17 Skeleton Raiders appear at a random map edge and you hear the Liche Queen say, “Soon you will serve me!”

THE WIZARD'S CURSE





Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Difficulty: Beginner

Quest Availability: Always Available

Location in Ardania: West Central

Introduction: Royal Advisor: "I humbly beg your forgiveness for this rude intrusion, but there's an angry Wizard who . . ."

Angry Wizard: "Move aside, you sniveling toad! Sovereign! I will have words with you. Under your lawless rule, one of your foolish subjects has stolen my Book of Spells. The value of that great tome is beyond measure! You and your realm must now pay a price for its loss! Until such a time as sufficient good deeds have been performed, I curse all the dwellers of this land to be as stupid as the dead."

Goals: There are two different ways to dispel the curse. Method One: Arrest the Hooligan who stole the Spell Book, return it to the Wizard, and then perform whatever the Wizard deems "sufficient good deeds." Method Two: Destroy the angry Wizard. Your heroes are cursed, so they won't act normally . . .



There are two ways to tackle this challenge, My Liege. The hardest way by far is to kill the Wizard. One way to do this is with Krypta, as the Skeletons distract the Wizard while your other heroes attack him. There are also enough creatures for the Skeletons to attack on the map, which gives a lot of Experience to the Priestesses.

The other way is to kill the Hooligan and perform the good deed. The Hooligan is particularly vulnerable to missile attacks, such as from Elves, Rangers, and Rogues. They work well because the Hooligan can deliver a lot of damage but doesn't have very many Hit Points. Melee heroes often die before they are able to close and do any damage, but missile heroes are able to do damage as soon as they get in range. Poison along with one or two hits can kill him, even if all of your attacking heroes die. Wither is also a good tactic against the Hooligan.

With either tactic, Warriors are not very useful. They may get killed before they can get close enough to be effective.

Map Size: Small

Starting Gold: 15,000

Starting Forces: Palace (M)

Neutral Forces: 4 sets of 2 Housing (DI) (MVW) (PQW) (GP) • Wooden Sign (KOTWY) • Wizards Guild (Level 3), Wizard, and Varg (ABCEU)



Restrictions: Cannot build Temple to Fervus, Temple to Dauros, Temple to Agrela, Temple to Krypta, Temple to Krohm, or Wizards Guild in this quest.

Enemies: 2 Creature Dens (Hell Bear, Roc, **Giant Rat**) and Creature Den (Roc, Varg, **Giant Rat**) (DO) • Ruined Altar (Skeleton, Zombie, **Giant Rat**), Giant Spider, Skeleton, and 2 Zombies (DJ) • Creature Den (Hell Bear, Varg, Roc, **Giant Rat**) and Daemonwood (IJO) • Ruined Altar (Dryad, Harpy, **Giant Rat**) and Daemonwood (FGK) • Ruined Keep (Skeleton, Zombie, Medusa, **Giant Rat**) and Daemonwood (OST) • Ruined Shrine (Zombie, Giant Rat, Harpy, **Giant Rat**) and Daemonwood (WX) • Goblin, Goblin Archer, Goblin Priest, Goblin Champion (Off-West) • Goblin, Goblin Archer, Goblin Priest, Goblin Champion (Off-East)

Unique Monsters: None

Description: 20 Treasure Chests with 50–150 Gold are randomly placed on the map. • Heroes' Intelligence is reduced by 5. They have a chance of simply standing around in a stupid daze which is indicated with birds flying over their head. • At the start of the quest, 4 Hooligans are placed next to 4 of the Housing. There is a 75 percent chance that each of the remaining Housing gets a Hooligan as well. • This message starts on your Palace, "In order to guide your kingdom to prosperity, and shed the Wizard's Curse, you have two options. Either find the idiot Hooligan who stole the Wizard's book and then perform what the Wizard refers to as "good deeds," or confront the Wizard and destroy him! Send heroes to arrest all of the realm's Hooligans, so they can be searched and detained at the Palace." • The fancy iron sign next to the Wizards Guild reads, "Beware of Dog," referring to the Wizard's pet Varg. This Varg is a Guardian of the Wizards Guild, and it can cast Energy Blast and Fire Shield. • The enemy Wizard is Level 20, has 50 Hit Points, knows the Library spells Meteor Storm and Fire Blast, has a 4 Armor and carries 5 Healing Potions. • The Werewolves in this Quest are Guardians. • Every half day, the enemy Wizard casts Level Leach on your highest level hero(es) over Level 4. • If the enemy Wizards Guild is damaged, it initiates magical repairs. • It also casts Lightning Bolts at any nearby enemies. • Until the Hooligan with the Spell Book enters the map, each lair spawns monsters five times slower. • When you arrest a Hooligan, the following message appears, "One of your heroes has arrested a Hooligan. Maybe this is the subject who stole the book? He is on his way to your Palace to be interrogated . . ." • When the last Hooligan on the map is arrested, the Hooligan with the Spell Book appears randomly on the map and is revealed to you. He guards that location and this message appears on your Palace, "You have arrested every Hooligan in the land, except one. . . . The other Hooligans have confessed to his where-



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abouts. Unfortunately, he has learned some spells from the Spell Book, and is not likely to return it without a fight!" • When you recover the Spell Book by besting the Hooligan, the Wizard ceases the Level Leach spells and this message appears, "Now that you have recovered his spell book, the Wizard who cursed your kingdom demands that you perform "adequate good deeds" in order to atone for your citizen's blunders. There is a Peasant who has been taken captive by a few crazed Werewolves. Free her, and dispel the curse for good!" • At this time, a Peasant captive and 3 Werewolves appear near the Wooden Sign with the Tic Tac Toe board on it. • When the 3 Werewolves are killed, the Peasant captive returns to the Palace and retires from play. This results in victory.



FREE STYLE QUESTS



In addition to enjoying the Epic Quests, you can create your own quest. Free style quests let you chose from a series of templates that govern what you fight against and what resources you have to fight with. The quest is then generated on a random map. You can play a free style quest on your own, or with a total of four players. Each of the following sections describes the free style elements under your control.

As you adjust these parameters, the overall difficulty of the quest is modified to indicate how hard it is, on a scale of Beginner, Advanced, and Expert.

If you want to play the exact same free style quest that you have already played—or that someone you know has played, then do the following. First, none of the free style selections can be Random. Second, enter the same selections as for the map that you want to replay. Third, enter the Map Number from that map into the Map Number field.

There is a complete description of the force pattern location letters and map generation process in the Map Location Key in the Epic Quests section.



Map Location Key				
A	B	C	D	E
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PLAYER FORCES

In this selection you chose what type of settlement you begin with in the quest. Everyone starts with at least a Palace (Level 1) in each quest. Any additional buildings are listed under the Description.

RANDOM (BEGINNER—DEFAULT SELECTION)

One of the selections is randomly chosen for you when you start the quest. You can choose from Beginner, Advanced, or Expert player forces.

ALLIANCE

Difficulty: Expert

Number of Players: 4

Description: Each settlement starts with only a Palace. Settlements are on a common border.

Details: Settlements start in (F) (B) (D) (J).

BORDER POST

Difficulty: Advanced

Number of Players: 1

Description: Settlement starts with 2 Guardhouses and a Rangers Guild.

Details: Settlement starts in (A).

BROKEN ALLIANCE

Difficulty: Beginner

Number of Players: 2

Description: The first settlement starts with an Elven Bungalow, Marketplace, and Inn. The second settlement starts with a Dwarven Settlement, Blacksmith, and Ballista Tower.

Details: Elven settlement starts in (A) and Dwarven settlement starts in (Y).

CHAMPIONS OF DISCORD

Difficulty: Advanced

Number of Players: 1

Description: Settlement starts with a Temple to Fervus (Level 2) and a Warriors Guild.

Details: Settlement starts in (A).



CHAMPIONS OF LAW

Difficulty: Beginner

Number of Players: 1

Description: Settlement starts with Palace (Level 2), a Temple to Dauros, and a Warriors Guild.

Details: Settlement starts in (A).

COUNCIL OF THREE

Difficulty: Beginner

Number of Players: 3

Description: Each settlement starts with a Library, Wizards Guild, and 2 Wizards Towers.

Details: Settlements start in (A) (V) (J).

DANCE OF MADNESS

Difficulty: Expert

Number of Players: 4

Description: Each settlement starts with a Temple to Fervus.

Details: Settlements start in (A) (E) (U) (Y).

ENLIGHTENED KINGDOMS

Difficulty: Beginner

Number of Players: 2

Description: Each settlement starts with a Library, Wizard Guild, and 2 Wizard Towers.

Details: Settlements start in (A) (Y).

FEUDAL LORDS

Difficulty: Advanced

Number of Players: 3

Description: First settlement starts with Palace (Level 3), 2 Guardhouses, and a Royal Gardens. Second and third settlements each start with a Warriors Guild and Marketplace.

Details: First settlement starts in (A), second and third settlements start in (V) (J).



Map Location Key				
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FORTIFIED PALACE

Difficulty: Advanced

Number of Players: 1

Description: Settlement starts with a Guardhouse and a Warriors Guild.

Details: Settlement starts in (G).

FORTIFIED PALACES

Difficulty: Advanced

Number of Players: 2

Description: Each settlement has a Warriors Guild and Guardhouse.

Details: Settlements start in (BF) and (TX).

FOUR CORNERS

Difficulty: Expert

Number of Players: 4

Description: Each settlement starts with only a Palace.

Details: Settlements start in (A) (E) (U) (Y).

FRONTIER KEEPS

Difficulty: Advanced

Number of Players: 3

Description: Each settlement starts with a Blacksmith and a Rangers Guild.

Details: Settlements start in (A) (J) (V).

FRONTIER SETTLEMENTS

Difficulty: Advanced

Number of Players: 1

Description: Each settlement starts with a Blacksmith and a Rangers Guild.

Details: Settlement starts in (A).

FRONTIER SETTLEMENTS

Difficulty: Advanced

Number of Players: 2

Description: Each settlement starts with a Blacksmith and a Rangers Guild.

Details: Settlements start in (A) (Y).



FRONTIER TOWNS

Difficulty: Advanced

Number of Players: 4

Description: Each settlement starts with a Blacksmith and a Rangers Guild.

Details: Settlements start in (A) (E) (U) (Y).

GREAT CONFLICT

Difficulty: Beginner

Number of Players: 4

Description: First settlement has a Temple to Fervus. Second settlement has a Temple to Dauros and a Warriors Guild. Third settlement has a Temple to Krolm and a Rangers Guild. Fourth settlement has a Wizards Guild, Library, and 2 Wizards Towers.

Details: Fervus settlement starts in (U), Dauros settlement starts in (E), Krolm settlement starts in (Y), and Wizards settlement starts in (A).

GUILD WAR

Difficulty: Expert

Number of Players: 3

Description: Each settlement starts with a Rogues Guild.

Details: Settlements start in (A) (J) (V).

LAND IN CONFLICT

Difficulty: Beginner

Number of Players: 3

Description: First settlement has a Temple to Dauros, Warriors Guild and Palace (Level 2). Second settlement has a Temple to Fervus (Level 2) and a Warriors Guild. Third settlement has a Wizards Guild, Library, and 2 Wizards Towers.

Details: Dauros settlement starts in (A), Fervus settlement starts in (J), and Wizards settlement starts in (V).

LAW AND CHAOS

Difficulty: Beginner

Number of Players: 2



Map Location Key				
A	B	C	D	E
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K	L	M	N	O
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Description: First settlement starts with a Temple to Dauros, a Warriors Guild, and a Palace (Level 2). Second settlement starts with a Temple to Fervus (Level 2) and a Warriors Guild.

Details: First settlement starts in (A) and the second settlement starts in (OTWX).

LIFE AND DEATH

Difficulty: Advanced

Number of Players: 2

Description: First settlement starts with a Temple to Krypta (Level 2) and a Guardhouse. Second settlement starts with a Temple to Agrela (Level 2), a Royal Gardens, and a Guardhouse.

Details: First settlement starts in (Y) and the second settlement starts in (A).

LIFE GIVERS

Difficulty: Beginner

Number of Players: 1

Description: Settlement starts with a Royal Gardens, a Guardhouse, and a Temple to Agrela (Level 2).

Details: Settlement starts in (A).

MERCHANT PRINCE

Difficulty: Expert

Number of Players: 1

Description: Settlement starts with a Marketplace.

Details: Settlements start in (A).

MERCHANT PRINCES

Difficulty: Expert

Number of Players: 4

Description: Each settlement starts with a Marketplace.

Details: Settlements start in (A) (E) (Y) (U).

NEW SETTLEMENT

Difficulty: Expert

Number of Players: 1



Description: The settlement starts with only a Palace.

Details: Settlement starts in (A).

NEW SETTLEMENT

Difficulty: Expert

Number of Players: 2

Description: Each settlement starts with only a Palace.

Details: Settlements start in (A) (Y).

NIGHT AND DAY

Difficulty: Advanced

Number of Players: 2

Description: First settlement has a Temple to Lunord. Second settlement has a Temple to Helia.

Details: First settlement starts in (Y) and the second settlement starts in (A).

SHARED BORDER

Difficulty: Expert

Number of Players: 2

Description: These 2 settlements start next to each other with only Palaces.

Details: Settlements start in (B) (F).

WILD LANDS

Difficulty: Advanced

Number of Players: 1

Description: Settlement starts with a Temple to Krolm and a Rangers Guild.

Details: Settlement starts in (A).

WILDERNESS SETTLEMENTS

Difficulty: Beginner

Number of Players: 3

Description: First settlement has a Temple to Agrela. Second settlement has a Temple to Fervus. Third settlement has a Temple to Krolm and a Rangers Guild.



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Details: Agrela settlement starts in (A), Fervus settlement starts in (V), and Krolm settlement starts in (J).

WIZARD HOLD

Difficulty: Beginner

Number of Players: 1

Description: Settlement starts with a Library, a Wizards Guild, and 2 Wizards Towers.

Details: Settlement starts in (A).

YOUNG NOBLES

Difficulty: Expert

Number of Players: 3

Description: Each settlement starts with only a Palace.

Details: Settlements start in (A) (J) (V).

ENEMY FORCES

With this selection you choose the monster lairs present in the quest.

RANDOM (BEGINNER—DEFAULT SELECTION)

One of the following selections is randomly chosen when you start the quest. You can choose from Beginner, Advanced, or Expert enemy forces.

ANCIENT STONES

Difficulty: Advanced

Number of Players: 3

Map Size: Large

Description: A sacred Rock Golem altar is located in the region.

Details: Ruined Altar (Medusa **Harpy**), Ruined Altar (Rock Golem, **Harpy**), and Ruined Keep (Medusa, **Medusa**) (M) • 2 sets of 9 Giant Rats (L) (H) • Dark Castle (Rust Spitter, **Vampire**) (D) • Evil Castle (Troll, **Troll**) (K) • Ancient Castle (Minotaur, **Vampire**) (J) • Abandoned Castle (Werewolf, **Werewolf**) (Q)

CURSE OF THE VARG

Difficulty: Beginner

Number of Players: 1



Map Size: Small

Description: The region is overrun by Varg and Werewolves.

Details: Abandoned Castle (Werewolf, Varg, **Werewolf**) (I) • Creature Den (Varg, **Hell Bear**) (D) • Creature Den (Goblin Archer, **Hell Bear**), Creature Den (Goblin Champion and Goblin Priest, **Hell Bear**), and Creature Den (Goblin, **Hell Bear**) (D) • Evil Castle (Werewolf, Varg, Troll) (X)

DEATHWIND

Difficulty: Expert

Number of Players: 2

Map Size: Large

Description: The region is overrun with Dragons and Harpies. Rust Spitters guard the area near an Evil Oculus lair.

Details: 2 sets of 2 Dragon Lairs (Dragon, **Dragon**) (P) (J) • 2 sets of 1 Ruined Altar (Harpy, **Harpy**), Giant Spider, Skeleton, and 2 Zombies (D) (J) • 2 Evil Castles (Rust Spitter, **Troll**) and 1 Dark Castle (Evil Oculus, **Vampire**) (M)

DRAGON LORDS

Difficulty: Expert

Number of Players: 4

Map Size: Large

Description: The region is home to numerous Dragon Lairs.

Details: 2 Dragon Lairs (Dragon, **Dragon**) (M) • 4 sets of 1 Dragon Lair (Dragon, **Dragon**) (L) (C) (N) (W) • Evil Castle (Minotaur, Troll, **Troll**), Evil Castle (Rust Spitter, Medusa, **Troll**), and Dark Castle (Werewolf, Evil Oculus, **Vampire**) (Q) • Ruined Keep (Rust Spitter, Ratman, **Medusa**), Ruined Keep (Ratman, **Medusa**), and Ruined Altar (Harpy, **Harpy**) (O) • Ruined Altar (Medusa, Harpy, **Harpy**) and Ruined Keep (Skeleton, **Medusa**) (K)

DRAGONS' NEST

Difficulty: Expert

Number of Players: 1

Map Size: Large

Description: Dragons have laired in the region. Trolls wander the area near the lair.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
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Details: Dragon Lair (Dragon, **Dragon**) (N) • Evil Castle (Medusa, Troll, Minotaur, **Troll**), Evil Castle (Troll, **Troll**), and Dark Castle (Troll, **Vampire**) (R) • 3 Trolls (I)

DRAGONS REACH

Difficulty: Expert

Number of Players: 3

Map Size: Large

Description: Several Dragon Lairs are present in the region.

Details: 2 sets of 2 Dragon Lairs (Dragon, **Dragon**) (M) (Y) • Dark Castle (Harpy, Medusa, **Vampire**), 2 Evil Castles (Troll, **Troll**), Ancient Castle (Minotaur, **Vampire**), Abandoned Castle (Werewolf, **Werewolf**) (S)

ELDRITCH CIRCLES

Difficulty: Advanced

Number of Players: 2

Map Size: Small

Description: Daemonwoods guard a sacred Dryad altar.

Details: 2 sets of 1 Creature Den (Hell Bear, **Hell Bear**) (C) (K) • Creature Den (Varg, Werewolf, **Hell Bear**) and 2 Creature Dens (Varg, **Hell Bear**) (J) • Ruined Altar (Dryad, Hell Bear, **Harpy**) and 5 Daemonwoods (M) • 2 sets of 3 Daemonwoods and Treasure Chest with 50–150 Gold (L) (N)

ENCHANTED FOREST

Difficulty: Beginner

Number of Players: 1

Map Size: Small

Description: The region is home to many wild creatures. A site of arcane power is rumored to be guarded by several Daemonwoods.

Details: 3 Daemonwood and Treasure Chest with 50–150 Gold (N) • Creature Den (Varg, Dryad, Hell Bear, **Hell Bear**), Creature Den (Varg, **Hell Bear**), and Creature Den (Hell Bear, **Hell Bear**) (Q) • Creature Den (Hell Bear, **Hell Bear**) (L) • Ruined Altar (Roc, Dryad, **Harpy**) and 2 Daemonwoods (X)



GOBLIN RAIDERS

Difficulty: Advanced

Number of Players: 4

Map Size: Large

Description: A strong alliance of Goblins and Trolls controls the region.

Details: Goblin Hovel (Goblin Priest, **Goblin**), Goblin Hovel (Goblin Champion, Goblin Priest, Goblin), Goblin Camp (Goblin, Goblin Archer, **Goblin Champion**), and Goblin Camp (Goblin, **Goblin Champion**) (M) • 3 Goblin Camps (Goblin, Goblin Archer, **Goblin Champion**) (G) • 2 Goblin Camps (Goblin, Goblin Archer, **Goblin Champion**) and Goblin Camp (Goblin, Goblin Champion, **Goblin Champion**) (I) • 3 Goblin Camps (Goblin, Goblin Archer, **Goblin Champion**) (S) • 2 Goblin Camps (Goblin, Goblin Archer, **Goblin Champion**) and Goblin Camp (Goblin, Goblin Champion, **Goblin Champion**) (Q) • 4 sets of 1 Ancient Castle (Troll, **Vampire**) (W) (H) (N) (L) • 2 sets of 3 Creature Dens (Giant Spider, **Hell Bear**) (O) (K)

GOBLIN REALM

Difficulty: Beginner

Number of Players: 3

Map Size: Large

Description: Several Goblin tribes have invaded the region.

Details: Goblin Camp (Goblin, Goblin Champion, **Goblin Champion**) and 2 Goblin Camps (Goblin, Goblin Archer, **Goblin Champion**) (L) • 2 Goblin Camps (Goblin, Goblin Champion, **Goblin Champion**), Goblin Camp (Goblin, Goblin Archer, **Goblin Champion**), and Goblin Camp (Goblin, **Goblin Champion**) (X) • 2 Goblin Hovels (Goblin Priest, **Goblin**) and 2 Goblin Camps (Goblin Champion, **Goblin Champion**) (M) • 2 sets of 9 Giant Spiders (G) (T) • 2 sets of 2 Creature Dens (Troll, Giant Spider, **Hell Bear**) (C) (K)

GOBLIN TRIBES

Difficulty: Beginner

Number of Players: 1

Map Size: Small

Description: The region is controlled by several tribes of Goblins.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Details: Goblin Camp (Goblin, **Goblin Champion**), Goblin Camp (Goblin, Goblin Archer, **Goblin Champion**) and Goblin Camp (Goblin, Goblin Champion, **Goblin Champion**) (L) • Goblin Hovel (Goblin Archer, **Goblin**), Goblin Hovel (Goblin, **Goblin**), Goblin Camp (Goblin Archer, **Goblin Champion**), and Goblin Camp (Goblin Champion, Goblin Priest, **Goblin Champion**) (OSW) • 2 Goblin Hovels (Goblin, **Goblin**), Goblin Camp (Goblin Archer, **Goblin Champion**), and Goblin Camp (Goblin Champion, Goblin Priest, **Goblin Champion**) (JRV)

GOTHIC OVERLORD

Difficulty: Advanced

Number of Players: 4

Map Size: Large

Description: A wide variety of monsters haunt this troubled region.

Details: Dark Castle (Harpy, Rust Spitter, **Vampire**), Evil Castle (Skeleton, Evil Oculus, **Troll**), Evil Castle (Skeleton, Medusa, **Troll**), Ancient Castle (Dragon, **Vampire**), and Abandoned Castle (Evil Oculus, **Werewolf**) (M) • Dark Castle (Skeleton, Evil Oculus, **Vampire**), Evil Castle (Zombie, Rust Spitter, **Troll**), Evil Castle (Rust Spitter, **Troll**), Ancient Castle (Rust Spitter, **Vampire**), and Abandoned Castle (Medusa, Harpy, **Werewolf**) (L) • Evil Castle (Medusa, Harpy, **Troll**), Evil Castle (Medusa, Evil Oculus, **Troll**), and Dark Castle (Troll, **Vampire**) (H) • Creature Den (Giant Spider, **Hell Bear**), Creature Den (Skeleton, **Hell Bear**), Creature Den (Giant Spider, **Hell Bear**), and Creature Den (Rust Spitter, **Hell Bear**) (O) • Evil Castle (Rust Spitter, Medusa, **Troll**) (K) • Ancient Castle (Harpy, Zombie, **Vampire**) (W)

LAND OF RUIN

Difficulty: Beginner

Number of Players: 3

Map Size: Large

Description: Vargs and Werewolves lurk among the ruins of an ancient kingdom.

Details: 2 Creature Dens (Varg, Werewolf, **Hell Bear**) and Creature Den (**Hell Bear**, Varg, **Hell Bear**) (M) • 3 Creature Dens (**Hell Bear**, **Hell Bear**) (C) • Evil Castle (Werewolf, **Troll**), Evil Castle (Werewolf, Minotaur, **Troll**), and Dark Castle (Werewolf, Vampire, **Vampire**) (S) • 2 sets of 4 Ratmen (T) (X) • 2 Ruined Keeps (Zombie, **Medusa**) and Ruined Altar (Harpy, **Harpy**) (L)



LEGION OF THE SERPENT QUEEN

Difficulty: Expert

Number of Players: 3

Map Size: Large

Description: Scrylia's Serpent Legion has fortified several strongholds in the region with Dragons, Harpies, Medusae, and Evil Oculi.

Details: 2 Dragon Lairs (Dragon, **Dragon**) (M) • 3 sets of 1 Ruined Altar (Harpy, **Harpy**) and Ruined Keep (Zombie, **Medusa**) (G) (R) (N) • 2 Evil Castles (Harpy, **Troll**) and 1 Dark Castle (Harpy, **Vampire**) (C) • Evil Castle (Medusa, Troll, **Troll**), Evil Castle (Troll, **Troll**), and Dark Castle (Rust Spitter, **Vampire**) (K) • Evil Castle (Rust Spitter, **Troll**), Evil Castle (Troll, **Troll**), and Dark Castle (Medusa, Evil Oculus, **Vampire**) (X) • Evil Castle (Skeleton, Medusa, **Troll**), Evil Castle (Troll, **Troll**), and Dark Castle (Evil Oculus, Harpy, **Vampire**) (T) • 4 sets of 4 Skeletons (L) (H) (Q) (I)

MINIONS OF THE SERPENT QUEEN

Difficulty: Advanced

Number of Players: 2

Map Size: Small

Description: Scrylia's Serpent Legion has reinforced the area with Dragons, Harpies, and Evil Oculi.

Details: Dark Castle (Medusa, Dragon, **Vampire**) (S) • Evil Castle (Skeleton, **Troll**) (V) • Evil Castle (Harpy, **Troll**) (J) • 2 sets of 4 Skeletons (I) (O) • Dragon Lair (Dragon, **Dragon**) (E) • Creature Den (Rust Spitter, **Hell Bear**) (D) • 2 sets of 3 Harpies (R) (P) • Ruined Shrine (Evil Oculus, **Evil Oculus**), Giant Rat, Zombie, and Skeleton (M)

MINOTAUR LORDS

Difficulty: Expert

Number of Players: 4

Map Size: Large

Description: Minotaurs have built strongholds among the ruins of an older kingdom.

Details: 2 Ruined Keeps (Ratman, **Medusa**) and Ruined Altar (Harpy, **Harpy**) (S) • 2 Ruined Keeps (Skeleton, **Medusa**) and Ruined Altar (Minotaur, **Harpy**) (I) • 2 Ruined Keeps (Ratman, **Medusa**) and Ruined Altar (Medusa, **Harpy**)



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

(G) • Ruined Keep (Skeleton, **Medusa**), Ruined Keep (Zombie, **Medusa**), and Ruined Altar (Harpy, **Harpy**) (Q) • Dark Castle (Minotaur, Evil Oculus, **Vampire**), Evil Castle (Minotaur, Ratman, **Troll**), Evil Castle (Minotaur, **Troll**), Ancient Castle (Minotaur, **Vampire**), and Abandoned Castle (Minotaur, Rust Spitter, **Werewolf**) (M)

NECROVALE

Difficulty: Advanced

Number of Players: 1

Map Size: Small

Description: The undead walk the land under the command of several Vampires.

Details: 2 sets of 4 Skeletons (H) (L) • 2 sets of 1 Ruined Keep (Zombie, **Medusa**) and Giant Rat (P) (I) • Ruined Shrine (Zombie, Skeleton, Vampire, **Evil Oculus**), Giant Rat, Zombie, and Skeleton (D) • Abandoned Castle (Vampire, **Werewolf**) (Q) • Abandoned Castle (Zombie, Rust Spitter, **Werewolf**) (N)

RAMPAGE

Difficulty: Expert

Number of Players: 2

Map Size: Large

Description: Berserk Minotaurs are rampaging through the region. Ratmen have seized the opportunity to launch raids.

Details: 4 sets of 2 Minotaurs (D) (J) (P) (V) • 3 sets of 1 Ancient Castle (Minotaur, **Vampire**) (S) (M) (M) • 3 Creature Dens (Ratman, **Hell Bear**) (I) • 3 Creature Dens (Ratman, Giant Rat, **Hell Bear**) (Q) • 2 sets of 1 Ratman (C) (O) • 2 sets of 4 Skeletons (P) (V)

RUINS OF LORMIDIA

Difficulty: Expert

Number of Players: 3

Map Size: Large

Description: Minotaurs have laid waste to the kingdom of Lormidia. A few remain among the ruins.

Details: Ruined Keep (Zombie, Skeleton, **Medusa**) and Giant Rat (L) • Ruined Keep (Zombie, **Medusa**) (N) • Ruined Keep (Skeleton, Giant Rat, **Medusa**),



Ruined Keep (Giant Rat, Ratman, **Medusa**), and Ruined Altar (Ratman, Vampire, **Harpy**) (M) • Ruined Keep (Skeleton, Minotaur, **Medusa**), Ruined Keep (Skeleton, Goblin, **Medusa**), and Ruined Altar (Zombie, Minotaur, **Harpy**) (R) • Ruined Keep (Giant Rat, Ratman, **Medusa**), Ruined Keep (Ratman, Minotaur, **Medusa**), and Ruined Altar (Goblin Champion, **Harpy**) (N) • 2 Evil Castles (Minotaur, **Troll**) and Dark Castle (Minotaur, **Vampire**) (H) • **Evil Castle (Minotaur, Troll)**, Evil Castle (Goblin, **Troll**), and Dark Castle (Goblin Champion, **Vampire**) (S) • 2 sets of 2 Minotaurs (X) (T) • 4 Ratmen (G)

RUINS OF SYDRÍA

Difficulty: Advanced

Number of Players: 4

Map Size: Large

Description: The region was home to the ancient kingdom of Sydria. Evil Oculi and undead hordes now guard the ruins.

Details: 4 sets of 2 Ruined Keeps (Zombie, Skeleton, **Medusa**) and Ruined Altar (Evil Oculus, **Harpy**) (S) (I) (G) (Q) • Ruined Altar (Evil Oculus, Dragon, **Harpy**), 3 Ruined Keeps (Vampire, **Medusa**), and Ruined Shrine (Zombie, **Evil Oculus**) (M)

SERPENT SHRINES

Difficulty: Advanced

Number of Players: 1

Map Size: Large

Description: Deserters from Scrylia's Serpent Legions have taken refuge in nearby ruins. Rumors report Harpies, Medusae, and even Dragons in the area.

Details: 2 sets of 1 Ruined Altar (**Harpy, Harpy**) and Ruined Keep (**Medusa, Medusa**) (M) (P) • 4 Skeletons (H) • Ruined Shrine (**Harpy, Evil Oculus, Evil Oculus**), Ruined Shrine (**Rust Spitter, Evil Oculus**), and 7 Zombies (O) • Dragon Lair (**Dragon, Dragon**) (S)

SKELETAL HORDES

Difficulty: Beginner

Number of Players: 2

Map Size: Large

Description: Hordes of Skeletons roam the region.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Details: 8 sets of 4 Skeletons (F) (B) (D) (J) (V) (P) (T) (X) • 2 sets of 1 Creature Den (Skeleton, Rust Spitter, **Hell Bear**) (S) (G) • Abandoned Castle (Zombie, Vampire, **Werewolf**) (E) • Ancient Castle (Zombie, Vampire, **Vampire**) (U) • 2 Creature Dens (Zombie, **Hell Bear**) and Creature Den (Skeleton, **Hell Bear**) (M)

SORCERERS LEGACY

Difficulty: Expert

Number of Players: 1

Map Size: Large

Description: The region was once home to a powerful sorcerer. Now only his minions and monstrous experiments remain.

Details: Ancient Castle (Medusa, Harpy, **Vampire**) (Q) • Ancient Castle (Rust Spitter, Skeleton, **Vampire**) (I) • Dark Castle (Evil Oculus, Rock Golem, **Vampire**) (Y) • 2 Evil Castles (Rust Spitter, Minotaur, **Troll**) and Dark Castle (Minotaur, Goblin Priest, **Vampire**) (O) • 3 Minotaurs (S)

SWAMP TROLLS

Difficulty: Advanced

Number of Players: 1

Map Size: Small

Description: A large number of Trolls inhabit the nearby wilderness. Several Goblin tribes have allied with the Trolls.

Details: 2 sets of 2 Evil Castles (Troll, **Troll**) (S) (K) • 2 sets of 1 Goblin Camp (Goblin, **Goblin Champion**) and Goblin Hovel (Goblin, **Goblin**) (D) (P) • 3 Goblin Camps (Goblin, **Goblin Champion**) (J) • 3 Trolls (M)

TIME OF THE VARG

Difficulty: Beginner

Number of Players: 2

Map Size: Large

Description: The region is overrun by Varg and Werewolves. Vampires may be controlling the Varg.

Details: 3 Creature Dens (Varg, Werewolf, **Hell Bear**) (M) • 4 sets of 1 Creature Den (Varg, **Hell Bear**) (P) (J) (K) (O) • 4 sets of 6 Varg and Werewolf (G) (S) (TW) (CF) • Ancient Castle (Werewolf, Vampire, **Vampire**) (U) • Abandoned Castle (Werewolf, Vampire, **Werewolf**) (E) • Ruined Shrine



(Varg, Werewolf, **Evil Oculus**), Giant Rat, Zombie, and Skeleton (R) • Ruined Keep (Werewolf, **Medusa**) and Giant Rat (I) • Ruined Altar (Varg, Werewolf, **Harpy**), Giant Spider, Skeleton, and 2 Zombies (L)

TROLL STRONGHOLDS

Difficulty: Advanced

Number of Players: 2

Map Size: Small

Description: Trolls have built numerous strongholds in the region.

Details: Evil Castle (Troll, **Troll**), Evil Castle (Troll, **Troll**), and Dark Castle (Rust Spitter, **Vampire**) (M) • 2 sets of 2 Evil Castles (Troll, **Troll**) and Dark Castle (Rust Spitter, **Vampire**) (Q) (I) • 4 sets of 3 Trolls (H) (R) (D) (V) • 2 sets of 1 Creature Den (Goblin Archer, Goblin, **Hell Bear**) (S) (G) • 2 sets of 1 Goblin Camp (Goblin, **Goblin Champion**) and Goblin Hovel (Goblin, **Goblin**) (O) (K)

VALE OF SHADOWS

Difficulty: Beginner

Number of Players: 4

Map Size: Large

Description: Hordes of undead plague the region.

Details: 2 sets of 2 Ruined Shrines (Zombie, **Evil Oculus**) and 7 Zombies (Q) (I) • 2 sets of 4 Skeletons (S) (G) • 2 sets of 1 Dark Castle (Werewolf, **Vampire**) (L) (O) • Dark Castle (Skeleton, **Vampire**), 2 Evil Castles (Zombie, **Troll**), Ancient Castle (Skeleton, **Vampire**), and Abandoned Castle (Giant Rat, Zombie, **Werewolf**) (N) • Dark Castle (Skeleton, **Vampire**), 2 Evil Castles (Skeleton, **Troll**), Ancient Castle (Skeleton, **Vampire**), and Abandoned Castle (Skeleton, **Werewolf**) (R)

VALLEY OF DREAD

Difficulty: Beginner

Number of Players: 4

Map Size: Large

Description: Many haunted castles are home to the undead throughout the region.

Details: Dark Castle (Skeleton, Vampire, **Vampire**), Evil Castle (Skeleton, Vampire, **Troll**), Evil Castle (Skeleton, Werewolf, **Troll**), Ancient Castle (Skeleton, **Vampire**), and Abandoned Castle (Vampire, **Werewolf**) (M) •



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

4 sets of 2 Evil Castles (Troll, **Troll**) and Dark Castle (Rust Spitter, **Vampire**) (H) (R) (N) (M) • Evil Castle (Skeleton, Zombie, **Troll**), Evil Castle (Skeleton, **Troll**), and Dark Castle (Skeleton, Zombie, **Vampire**) (H) • Evil Castle (Skeleton, Zombie, **Troll**), Evil Castle (Skeleton, Vampire, **Troll**), and Dark Castle (Skeleton, Zombie, **Vampire**) (R) • Evil Castle (Skeleton, **Troll**), Evil Castle (Zombie, **Troll**), and Dark Castle (Skeleton, Werewolf, **Vampire**) (N) • Evil Castle (Zombie, **Troll**), Evil Castle (Skeleton, **Troll**), and Dark Castle (Skeleton, Zombie, **Vampire**) (M) • 2 sets of 1 Ruined Shrine (Werewolf, **Evil Oculus**), Giant Rat, Zombie, and Skeleton (Q) (I) • 4 sets of 3 Daemonwood and Treasure Chest with 50–150 Gold (O) (K) (C) (W)

VALLEY OF THE TROLL KINGS

Difficulty: Advanced

Number of Players: 3

Map Size: Large

Description: A great horde of Trolls has built numerous strongholds in the region.

Details: 2 Evil Castles (Troll, **Troll**) and Dark Castle (Troll, **Vampire**) (M) • Evil Castle (Troll, **Troll**), Evil Castle (Troll, **Troll**), and Dark Castle (Troll, **Vampire**) (D) • 2 Evil Castles (Troll, **Evil Oculus**, **Troll**) and Dark Castle (**Evil Oculus**, **Vampire**) (H) • 4 sets of 3 Trolls (C) (P) (D) (G) • 2 sets of 1 Creature Den (Goblin Archer, Goblin, **Hell Bear**) (S) (K) • 2 sets of 1 Goblin Camp (Goblin, **Goblin Champion**) and Goblin Hovel (Goblin, **Goblin**) (O) (F) • 2 sets of 3 Goblin Camps (Goblin, **Goblin Champion**) (T) (X)

VALLEY OF WOE

Difficulty: Advanced

Number of Players: 3

Map Size: Large

Description: All manner of monsters plague the region.

Details: Dark Castle (Rust Spitter, **Vampire**), Evil Castle (Rust Spitter, **Troll**), Evil Castle (Minotaur, Goblin Priest, **Troll**), Ancient Castle (Minotaur, **Vampire**), and Abandoned Castle (**Evil Oculus**, **Werewolf**) (Y) • Dark Castle (Minotaur, Troll, **Vampire**) (L) • Dark Castle (Minotaur, Werewolf, **Vampire**) (H) • Ancient Castle (Minotaur, Evil Oculus, **Vampire**) (N) • Ancient Castle (Minotaur, Troll, **Vampire**) (R) • Ruined Altar (Rust Spitter, Medusa, **Harpy**) and Ruined Keep (Medusa, Harpy, **Medusa**) (K) • 3 Creature Dens (Goblin Archer, Goblin, **Hell Bear**) (C)



WANDERING MONSTERS

This selection allows you to choose which type of creatures wander in from off the map. These monsters are a continuous threat throughout the quest.

RANDOM

One of the following selections is randomly chosen when you start the quest, including "None." You can chose from either the Beginner, Advanced, or Expert types of wandering monsters.

None—DEFAULT SELECTION

No wandering monsters enter the map in this quest.

DRAGON RAIDERS

Difficulty: Expert

Description: Enraged Dragons from the nearby wilderness raid your settlement.

Details: Dragons (Off-North) • Dragons (Off-South)

GOBLINS SCOUTS

Difficulty: Beginner

Description: Goblins parties make periodic raids on your settlement.

Details: Goblins and Goblin Archers (Off-North) • Goblins and Goblin Champions (Off-South) • Goblins and Goblin Priests (Off-East) • Goblins, Goblin Priests, Goblin Champions, and Goblin Archers (Off-West)

HARPIES

Difficulty: Beginner

Description: Harpies from the nearby wilderness attempt to loot your settlement.

Details: Harpies (Off-North) • Harpies (Off-South)

MEDUSAE

Difficulty: Advanced

Description: Medusae enter the region from the nearby wilderness.

Details: Medusae (Off-North) • Medusae (Off-South) • Medusae (Off-East) • Medusae (Off-West)



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
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U	V	W	X	Y

MINOTAUR RAIDERS

Difficulty: Expert

Description: Hordes of Minotaurs raid your settlement in periodic attacks.

Details: Minotaurs (Off-North) • Minotaurs (Off-South) • Minotaurs (Off-West)

MINOTAURS

Difficulty: Advanced

Description: Minotaurs from the nearby wilderness raid your settlement.

Details: Minotaurs (Off-South) • Minotaurs (Off-East)

MONSTROUS HORDE

Difficulty: Expert

Description: Hordes of very strong monsters enter the region from all directions.

Details: Minotaurs, Dragons, Trolls, and Harpies (Off-North) • Minotaurs (Off-South) • Minotaurs, Dragons, Trolls, and Harpies (Off-East) • Minotaurs, Trolls, Medusae, Rocs, and Harpies (Off-West)

SKELETONS

Difficulty: Beginner

Description: Skeletons enter the region from the nearby wilderness.

Details: Skeletons (Off-North) • Skeletons (Off-South) • Skeletons (Off-East) • Skeletons (Off-West)

VAMPIRES

Difficulty: Expert

Description: Vampires enter the region in search of new victims.

Details: Vampires (Off-North) • Vampires (Off-South) • Vampires (Off-East)

VERMIN TIDE

Difficulty: Advanced (1–2 Players)

Description: Ratmen and Giant Rats invade the region from the nearby wilderness.



Details: Ratmen (Off-North) • Ratmen (Off-South) • Giant Rats (Off-East) • Giant Rats (Off-West)

VERMIN TIDE

Difficulty: Expert (3–4 Players)

Description: Ratmen and Giant Rats invade the region from the nearby wilderness.

Details: Ratmen (Off-North) • Ratmen (Off-South) • Ratmen (Off-East) • Ratmen (Off-West)

WEREWOLVES

Difficulty: Advanced

Description: Werewolves enter the region from the nearby wilderness.

Details: Werewolves and Varg (Off-South) • Werewolves and Varg (Off-West)

MAP SIZE

The map size is chosen automatically depending on the Enemy Forces setting that you have chosen for the quest. There are Small and Large maps.

LANDSCAPE

The landscapes provide you with different settings for your quest. These settings do not have game effects, save that some are more hilly—and thus it takes your heroes longer to move on them—and others have more terrain objects that your heroes need to circumvent.

STARTING GOLD

This is the amount of Gold in your treasury at the beginning of the quest. The less Gold that you start with, the harder the quest. Your choices are 30,000 Gold (default selection), 20,000 Gold, 10,000 Gold, and 5,000 Gold.



Map Location Key				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

VICTORY CONDITIONS

The victory condition is what you must do to successfully conclude the quest. It is possible for more than one player to win or for all players to lose. If your Palace is destroyed, then you are out of the game. If the game is still underway, the rest of your kingdom continues to function as best it can.

ELIMINATE ALL FOES (DEFAULT SELECTION)

To win, you must destroy every lair on the map. If you are at war with another player, you need to destroy all of his or her buildings and heroes. You are at war if you or the other Sovereign has placed an attack flag on one another's units or buildings. Remember that if you destroy the enemy Palace, the other player is out of the quest immediately.

GATHER GOLD

To win, you need to build your treasury to a specified level of Gold. You can either pick from the default selections, or enter your own amount from 35,000 to 150,000 Gold.

SURVIVE SPECIFIED TIME

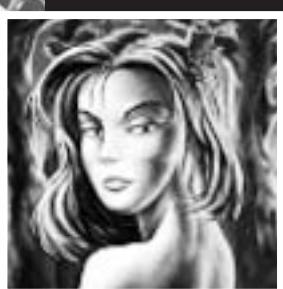
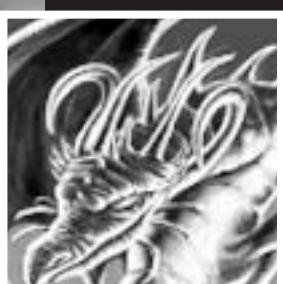
In order to win, your Palace needs to last a certain number of days. You can either pick from the default selections, or enter your own amount from 15 to 365 days.

DESTROY ALL OTHER PLAYERS (MULTIPLAYER ONLY)

To win, you must destroy the Palace of every player in the quest, while keeping your own from being crushed. This condition is also referred to as "War!"

BEHIND THE SCENES

CHAPTER
5



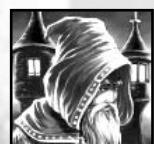
HERO BEHAVIOR

LIST OF BEHAVIORS

- Arresting a Hooligan
- Attacking enemy building
- Battling enemy hero
- Being leeched of levels
- Berserking
- Bounty hunting
- Building
- Charming animals
- Collecting healing herbs
- Collecting poison plants
- Competing at the Fairgrounds
- Controlling undead
- Dead
- Defending a building
- Defending home
- Defending the realm
- Delivering Magic Ring
- Enchanting armor at the Wizards Guild
- Enchanting weapon at the Wizards Guild
- Entangled in Vines
- Exploring
- Fighting
- Finding Lairs
- Fleeing because of injuries
- Fleeing in terror
- Following and Healing
- Following and supporting
- Gambling
- Garrisoning Guardhouse
- Going home
- Going to an Explore Flag
- Going to be Reborn
- Going to perform as a bard
- Going to rest
- Healing others



- Hunting
- Learning new spell at the Library
- Learning new Wizard spell at the Library
- Leaving Ardania
- Looting gravestones
- Meditating in the Royal Gardens
- Paralyzed
- Patrolling creature dens
- Patrolling Guardhouses
- Patrolling the city
- Performing as a bard
- Planting healing herbs
- Planting poison plants
- Poisoning weapon
- Purchasing a Ring of Protection
- Purchasing an Amulet of Teleportation
- Purchasing armor at the Blacksmith
- Purchasing Healing Potions
- Purchasing statistics at the Fairgrounds
- Purchasing weapon at the Blacksmith
- Raiding a lair
- Reanimating
- Recovering an item
- Recuperating at a Gazebo
- Recuperating at an Inn
- Recuperating at home
- Relaxing in an Elven Lounge
- Resting at an Inn
- Resting at home
- Resting in a Gazebo
- Resurrecting
- Retrieving treasure
- Seeking refuge at a Gazebo
- Seeking refuge at an Inn
- Seeking refuge at home
- Stealing
- Studying at the Library
- Sulking
- Swarming an enemy
- Thinking





- Training Intelligence at the Library
- Training Magic Resistance at the Library
- Traveling to distant lands
- Turned to stone
- Visiting a Gambling Hall
- Visiting a Gazebo
- Visiting an Elven Lounge
- Visiting an Inn
- Visiting the Royal Gardens
- Wandering

MONSTER BEHAVIOR

Each monster has a certain type of behavior. This type may change under certain circumstances, such as during a particular Epic Quest. The types of behaviors are as follows:

ANIMAL

This is a simple, wandering behavior where the monster attempts to avoid any buildings. When the creature sees an enemy, it attacks.

BOMBER

The creature chooses a random building to attack, most often one that is close by. If Peasants are near the target building, it attacks them instead. If attacked by an enemy, it fights back. Bombers have a 10% chance of switching to a new target after each attack.

GUARDIAN

Guardians stay close to what they are guarding. If an enemy approaches, they attack it. They attack either the closest enemy, or the closest enemy that is attacking them. If an enemy flees, they do not follow too far away from their guard location.

If a Guardian is *Rooted*, it means that they never move from their spot. If the Guardian is *Returning*, it means that they always try to come back to their original spot after taking care of any immediate threats or being blown off of it by a spell. Once they return, they then stay on that spot.



ITEM HUNTER

If an enemy is carrying the item that the monster desires, the monster tracks him or her down. If the item is lying on the ground, they wander near it. If the item is not on the map, the creature wanders and attacks any enemies that it sees.

LOOTER

A Looter creature looks around for one of the following targets: Marketplace, Trading Post, Caravan, or Tax Collector. If any are in sight, it picks one and moves to attack it. The monster decides which one to Loot by how much Gold it has and how far away it is. If none are in sight, it wanders and attacks any enemies that it sees.

PATROLLER

Patrolling monsters travel from lair to lair on the map, attacking any enemies seen along the way.

HERO HUNTER

The monster chooses the highest level enemy that it can see and attacks it. Url Shekk and Black Phantoms can see the entire map, so they choose the highest level enemy that exists. They hunt this enemy down and attack it, unless attacked by another enemy, in which case they break off the hunt in favor of the current fight. Otherwise they wander and attack any enemies that they encounter.

RAIDER

Raiders choose a building on the map and go attack it. If there are Peasants near that building, and there is no other monster closer to the Peasant, then they break off to first attack the Peasant. Depending on the Raider, it may ignore attacks against it, or attack back.

ROBBER

A Robber heads toward the building with the most Gold on the map. Upon arrival, it steals 1–100 percent of the Gold at the building with each steal attempt. It continues stealing until attacked, it decides to Sleep, or the target has no Gold left. If a Robber is on its way to steal Gold and comes across the Tax Collector, it attacks him. If the monster cannot find a suitable target, it becomes a Raider.



SLEEPER RAIDER AND SLEEPER ROBBER

Sleepers operate exactly the same as a Raider or a Robber, but they return to their lair, which could be off of the map, from time to time to rest.

WANDERER

Wandering monsters simply move about at random until they see an enemy, at which point they attack either the closest one or the one attacking it.

WAR PARTY

This monster searches for anyone attempting to lead a War Party, otherwise it becomes a War Party leader. It mills about until a certain number of them converge; this number depends on the quest and monster type. Once they reach critical mass, they all become Raiders with the same target. If their group enters a fight before they reach a full War Party, and they survive, they immediately become Raiders.

COMBAT SYSTEM

This is a rather technical section that describes how the combat system works in Majesty. When percentage rolls are mentioned, this means taking a random number from 1 to 100.

CHANCE TO HIT

First, it must be determined if the attack strikes the target.

- In Melee Attacks versus a hero or monster, a percentage roll is made against the attacker's Hand to Hand ability to hit for every swing. The defender then makes a percentage roll against its Parry ability to completely avoid the attack.
- In Ranged Attacks versus a hero or monster, a percentage roll is made against the attacker's Range Attack ability for every missile. The defender then makes a percentage roll against its Dodge ability to completely avoid the attack.



- In Magical Attacks that do damage versus a hero or monster, the attack automatically hits. The defender then makes a percentage roll against its Magic Resistance to completely avoid the attack.
- In any attack against a lair or building, the attack automatically hits.

INITIAL DAMAGE CALCULATION

When an attack successfully hits, damage needs to be determined.

- If a hero is attacking with a Melee or Ranged Attack, the damage is $(1 - \text{Weapon Damage}) + (1 \text{ per magic bonus of weapon}) + (\text{Hero's Strength} / 8)$.
- If a hero or a monster is attacking with a Spell Attack, the spell's damage is increased by the $(\text{Caster's Intelligence} / 4)$.
- If a monster is attacking with a Melee or Ranged Attack, use this formula: $X = (\text{Strength} / 4)$. $Y = (\text{Strength} - X)$. $\text{Damage} = ((\text{Random Number from } 1-Y) + X)$.
- All Spell Attacks that do a range of damage, such as 16–35, for example, do a random amount of damage from 1 to the maximum number—and all numbers less than the minimum damage become the minimum damage of the selected range. In this example, a number from 1 to 35 would be generated, and if the number were less than 16, the spell would do 16 points of damage. Thus it's much more likely for a spell to do the minimum amount of damage than the maximum.

DAMAGE STOPPED

The target may block some or all of the calculated initial damage.

- If a hero or monster is defending against a Melee or Ranged Attack, use this formula: $X = \text{Armor} / 2$. $Y = \text{Armor} - X - 1$. $Z = (\text{Random Number } 0-Y) + (1 \text{ per magic bonus of armor})$. $\text{Damage stopped} = X+Z$.
- If a hero is defending against a Spell Attack, the Damage is reduced by two for every point of armor enchantment that the hero has.
- If a lair or building is defending against any type of attack, all Damage is halved.



EXPERIENCE AND LEVELS

Increasing in level is vital for your heroes to be able to take on the difficult challenges in Ardania. By performing certain actions, your heroes gain Experience Points. Each hero has an Experience goal he or she needs to achieve to gain the next level (see the Hero section).

It gets harder to advance to each additional level, however. When earned, all *Experience Points* are divided by the hero's current level before being applied.

INCREASING LEVEL

When your heroes increase in level, the following advancements occur.

- Hit Point Maximum and Current Hit Points are increased with this formula: $X = (\text{Vitality} / 4)$. Hit Point Increase = $X + (\text{Random number } 1\text{--}X)$.
- If the new level is even numbered, the hero's Primary Attribute increases by 1.
- For all units, their Dodge and Parry increases by 1 to a maximum of 98.
- For Melee units, their Hand to Hand increases by 1 to a maximum of 98.
- For Missile units, their Ranged Attack increases by 1 to a maximum of 98.
- Ranger's Sight Range and Range Distance increase by 10 per level, to a maximum of 550.
- Barbarians gain a 1 percent greater Critical Hit chance per level.

EXPERIENCE POINT LIST

Experience Points are earned by heroes for a large variety of tasks, as listed below.

COMBAT ACTIONS

Combat Experience is given for each Melee swing, Missile shot, or Spell cast against the target.

- Attacking a Lair ($75 \times \text{Lair Difficulty level}$)
- Attacking a Monster (Experience given in Monster section) / ($\text{Hero's level} / 2$)



- Attacking a Hero (150 x Target's level)
- Attacking a Henchman or Building of Another Player 100
- Attacking a Henchman or Building of Yours 0

ПОПСОМБАТ Actions

Experience Points are also earned by heroes for the following noncombat actions.

Building Heroes gain 75 Experience with each swing of the hammer while constructing or repairing a building

Casting a Spell 100 Experience is given per level of the caster

Charmed Monster Explores A hero who has charmed a monster gains 200 Experience as the monster explores new territory

Charmed Monster Fights A hero who has charmed a monster gains 150 Experience with each swing the monster takes in combat

Competing in Tourney Heroes gain 1,000 Experience divided by their rank, from 1 to 8, when competing in a Fairgrounds tournament—if there are more than 4 participants, the winner automatically gains a new level

Elf Entertains at Inn Elves gain 175 Experience for performing at an Inn

Elf Entertains at Market Elves gain 175 Experience for performing at a Marketplace

Elf Entertains at Trading Post Elves gain 175 Experience for performing at a Trading Post

Exploring the Map Exploring heroes get 250 after exploring enough new area

Garrisoning Heroes gain 250 for Garrisoning a Guardhouse

Harvesting Heroes gain 50 Experience for Harvesting

Healer Casts a Spell 300 is given per level of the Healer

Journeying to Distant Lands Rangers gain 3,000 Experience per journey

Non-Wizard Visits Library Any hero other than a Wizard gains 50 Experience for visiting the Library

Open Chest A hero gains 50 Experience for opening a chest

Planting Heroes gain 50 Experience for Planting

Stealing Heroes gain 200 Experience for each steal attempt

Wizard Visits Library A Wizard gains 100 Experience for visiting the Library



CHARTS

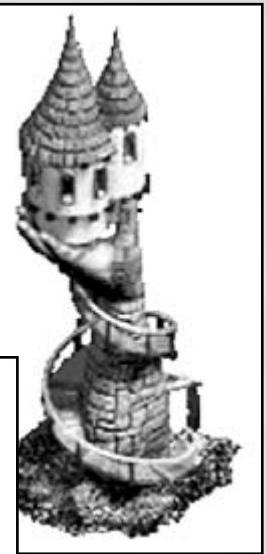
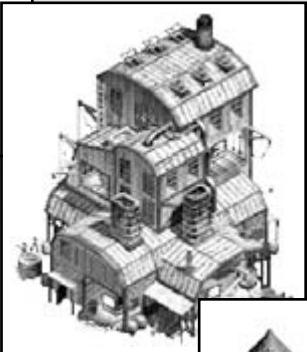
BUILDING CHART

Building Statistics

Building	Levels	Cost Mult	Cost LV1	Cost LV2	Cost LV3	HP LV1	HP LV2	HP LV3
Ballista Tower	1	0	1,000	—	—	350	—	—
Blacksmith	3	0	500	600	800	250	300	400
Dwarven Settlement	1	4	1,250	—	—	600	—	—
Elven Bungalow	1	2	750	—	—	300	—	—
Elven Lounge	1	—	—	—	—	130	—	—
Fairgrounds	1	3	3,000	—	—	800	—	—
Fountain	1	—	—	—	—	100	—	—
Gambling Hall	1	—	—	—	—	180	—	—
Gazebo	1	—	—	—	—	150	—	—
Gnome Hovel	1	—	100	—	—	75	—	—
Guardhouse	2	1.25	600	500	—	200	275	—
Housing	1	—	—	—	—	75	—	—
Inn	1	1.1	400	—	—	120	—	—
Library	2	0	600	800	—	100	200	—
Marketplace	3	1.3	1,500	1,000	1,000	200	250	300
Palace	3	—	—	3,000	3,750	550	700	1,000
Rangers Guild	1	2	700	—	—	250	—	—
Rogues Guild	2	2	600	850	—	250	350	—
Royal Gardens	1	1	1,200	—	—	250	—	—
Statue	1	—	600	—	—	60	—	—
Temple to Agrela	3	1.5	1,000	1,500	2,600	250	300	400
Temple to Dauros	3	2	1,600	2,200	3,400	400	500	700
Temple to Fervus	3	2	900	1,300	2,500	235	336	444
Temple to Helia	2	2	1,000	2,000	—	400	600	—
Temple to Krolm	1	1.5	900	—	—	800	—	—
Temple to Krypta	3	2	1,400	1,800	2,200	350	425	475
Temple to Lunord	2	2	1,000	2,000	—	350	500	—
Trading Post	1	1.75	600	—	—	150	—	—
Warriors Guild	1	2	800	—	—	700	—	—
Wizards Guild	3	4	1,500	2,500	3,500	350	500	700
Wizards Tower	1	0	500	—	—	250	—	—



SR	SR	SR
LV1	LV2	LV3
300	—	—
100	100	100
400	—	—
100	—	—
100	—	—
225	—	—
75	—	—
100	—	—
150	—	—
64	—	—
400	450	—
75	—	—
100	—	—
100	100	—
150	150	150
400	500	600
175	—	—
100	100	—
55	—	—
40	—	—
100	150	200
100	150	200
100	150	200
150	200	—
155	—	—
100	150	200
125	200	—
100	—	—
175	—	—
150	175	200
300	—	—



Level = The total number of levels that the building has

Cost Mult = The cost multiplier for the building. Multiply this by the building cost for each building of its type already in your kingdom.

Cost = The construction or upgrade cost for the building

HP = The number of Hit Points that the building has at each level

SR = The Sight Range of the building for each level

LV1, LV2, LV3 = Level 1, Level 2, Level 3

HERO CHART

Hero Statistics

<u>Hero</u>	<u>Artifice</u>	<u>Armor</u>	<u>Cost</u>	<u>Dodge</u>	<u>Experience</u>	<u>Greed</u>	<u>Hand to Hand</u>	<u>Hit Points</u>	<u>Intelligence</u>	<u>Loyalty</u>
Adept	7	3	500	75	1,400	2	75	17	19	95
Barbarian	9	2	350	55	1,200	9	85	20	5	40
Cultist	15	3	400	30	1,157	5	35	11	21	5
Dwarf	23	9	500	25	1,500	20	70	22	9	15
Elf	20	6	500	60	1,600	23	—	11	16	15
Gnome	12	0	100	75	750	1	20	3	12	45
Healer	3	0	300	40	900	1	15	7	22	50
Monk	5	0	550	70	1,400	2	55	19	20	30
Paladin	10	10	1,000	55	2,000	3	85	21	14	90
Priestess	5	0	400	20	1,200	3	20	10	24	30
Ranger	18	3	350	50	1,250	3	—	14	16	10
Rogue	25	3	275	45	1,000	26	—	11	15	0
Solarus	6	6	500	60	1,000	3	85	25	16	15
Warrior	7	9	450	35	1,000	12	70	18	8	30
Warrior of Discord	3	5	900	30	2,000	4	95	35	2	0
Wizard	4	0	500	25	2,000	11	25	4	25	30

See Attribute Descriptions in Heroes section for an explanation of these statistics.





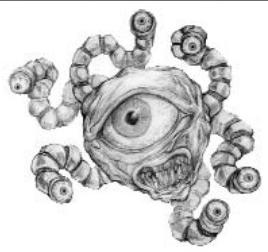
<u>Luck</u>	<u>Magic Resistance</u>	<u>Parry</u>	<u>Poison Weapon</u>	<u>Range Attack</u>	<u>Range Distance</u>	<u>Sight Range</u>	<u>Speed</u>	<u>Strength</u>	<u>Upgrade Armor</u>	<u>Upgrade Weapon</u>	<u>Vitality</u>	<u>Weapon Damage</u>	<u>Willpower</u>
15	0	75	100	—	—	200	5	16	100	100	15	8	16
15	20	45	75	—	—	180	1	25	0	75	20	22	8
19	0	30	100	—	110	260	3	11	85	85	8	4	4
15	70	40	75	—	—	150	1	19	100	100	22	12	16
15	30	15	100	90	260	280	3	10	100	100	11	6	6
21	0	75	100	—	—	180	2	1	75	75	3	4	18
15	0	25	10	—	—	220	2	1	0	10	7	4	25
15	30	75	0	—	—	200	1	17	0	0	19	8	27
15	5	75	0	—	—	200	2	21	100	100	20	10	23
15	35	10	0	—	—	220	1	2	80	0	6	8	18
15	0	15	100	75	250	260	3	12	100	100	13	6	18
16	0	35	100	55	130	200	3	9	100	100	11	8	3
15	0	55	100	—	—	200	2	19	100	100	18	12	15
15	0	45	100	—	—	185	1	18	100	100	18	10	14
15	5	30	100	—	—	200	1	35	75	75	35	16	12
15	35	15	0	—	—	240	1	1	0	0	4	8	17



MONSTER CHART

Monster Statistics

See Attribute Descriptions in the Heroes section and Monster Key in the Monsters section for explanation of statistics.



Monster	Armor	Attack (Range Distance)
Black Phantom	0	Melee, Spell
Daemonwood	6	Melee
Dirgo the Cyclops	3	Melee
Dragon	8	Range (200)
Dryad	0	Melee
Evil Oculus	4	Melee, Spell
Flowering Strangleweed	0	Range (75)
Giant Rat	0	Melee
Giant Spider	0	Melee
Goblin	0	Melee
Goblin Archer	0	Range (125)
Goblin Champion	2	Melee
Goblin Priest	0	Melee, Spell
Harpy	1	Melee
Hell Bear	0	Melee
Hooligan	5	Melee, Spell
Liche Queen	3	Melee, Spell
Medusa	2	Melee
Minotaur	2	Melee
Ratman	1	Melee
Roc	0	Melee
Rock Golem	12	Melee
Rrongol the Hunter	5	Melee
Rust Spitter	0	Range (170)
Skeleton	0	Melee
Troll	3	Melee
Url Shekk	8	Melee
Vampire	1	Melee, Spell
Varg	0	Melee
Vendral	12	Range (100), Spell
Werewolf	1	Melee
Witch King	3	Melee, Spell
Zombie	1	Melee



<u>Damage</u>	<u>Dodge</u>	<u>Gold</u>	<u>Hand to Hand</u>	<u>Hit Points</u>	<u>Magic Resist</u>	<u>Parry</u>	<u>Range Attack</u>	<u>Sight Range</u>	<u>Speed</u>	<u>Strength</u>	<u>XP Given</u>
6-20	50	800	70	150	98	45	—	175	3	20	3,500
8-29	20	400	75	110	35	35	—	150	1	29	2,000
15-55	30	750	60	350	5	30	—	125	1	55	4,000
12-45	45	1,000	—	150	25	40	85	200	4	45	2,500
4-11	30	150	40	35	85	30	—	150	1	11	500
3-9	25	400	35	90	95	30	—	175	1	9	2,000
4-10	5	25	—	20	0	5	68	135	0	10	175
3-7	35	25	35	29	0	25	—	100	2	7	150
5-16	30	75	40	35	0	30	—	160	3	16	350
3-7	35	50	30	20	3	25	—	160	3	7	200
3-7	40	55	—	20	3	25	30	150	3	7	210
3-9	40	100	45	35	4	30	—	160	4	9	280
2-5	30	85	20	20	7	25	—	100	3	5	230
6-18	45	100	40	45	5	25	—	175	2	18	600
5-16	25	40	50	45	0	35	—	160	1	16	450
5-15	15	150	15	40	50	15	—	250	1	15	250
6-20	40	1,300	55	275	95	35	—	225	1	20	3,000
4-13	35	350	60	60	90	35	—	125	2	13	1,250
6-19	25	200	85	75	0	45	—	180	1	19	1,000
4-11	30	85	60	45	2	40	—	200	2	11	300
3-7	50	30	25	25	0	25	—	160	3	7	150
15-55	5	800	55	290	25	15	—	160	1	55	1,500
11-40	40	1,000	75	240	85	65	—	400	2	40	5,000
3-9	25	50	—	30	0	20	55	170	1	9	500
4-13	88	50	43	32	0	25	—	180	1	13	250
6-21	30	250	54	68	5	40	—	180	1	21	800
10-37	65	1,000	—	255	35	65	85	200	3	37	4,000
7-23	60	750	75	50	15	40	—	220	1	23	900
5-15	35	35	50	45	0	40	—	160	3	15	400
10-37	65	2,500	—	500	55	45	85	225	4	37	2,000
5-17	40	350	60	60	5	55	—	125	2	17	1,200
7-23	40	850	60	315	97	35	—	225	1	23	6,000
4-13	35	50	45	45	0	30	—	100	2	13	450



BUILDING SPELL CHART

Building Spell Statistics

Building Spell	Cost	Building
Animate Bones	800	Temple to Krypta (Level 2)
Anti-Magic Shield	500	Wizards Guild (Level 2)
Blessing	100	Temple to Agrela (Level 2)
Farsensing	200	Wizards Guild (Level 1)
Fire Strike	350	Temple to Helia (Level 1)
Healing	200	Temple to Agrela (Level 1)
Healing	400	Temple to Fervus (Level 1)
Illusionary Hero	500	Temple to Fervus (Level 2)
Invisibility	400	Wizards Guild (Level 1)
Lightning Bolt	400	Wizards Guild (Level 2)
Lightning Storm	1,600	Wizards Guild (Level 3)
Petrify	1,500	Temple to Dauros (Level 3)
Re-Animate	2,000	Temple to Krypta (Level 3)
Resurrection	1,500	Temple to Agrela (Level 3)
Stone Skin	200	Temple to Dauros (Level 1)
Sun Scorch	1,200	Temple to Helia (Level 2)
Super Charge	500	Wizards Guild (Level 3)
Vigilance	800	Temple to Dauros (Level 2)
Vines	1,000	Temple to Fervus (Level 3)
Wind Storm	1,000	Temple to Lunord (Level 2)
Winged Feet	400	Temple to Lunord (Level 1)
Wither	300	Temple to Krypta (Level 1)

Costs are listed in Gold

See the Building Spells section for detailed information.



CHEAT CODES

To use a cheat code, hit **ENTER** during play to bring up the chat line. Type in the code and then press **ENTER** again to activate it. In multiplayer, everyone sees the message—and thus knows that you cheated. Cheats can be turned off for multiplayer play. The Build Anything cheat causes a lot of problems in gameplay logic and should not be used as a cheat during play. We have left it in as it is a nice way to show off or check out different buildings.

Cheat Codes

Effect	Code	Message
Allow all buildings to be built	BUILD ANYTHING	Hey, it's my kingdom, I'll zone it how I want to!
Automatic loss	I'M A LOSER BABY	I may win someday, but not today!
Automatic victory	VICTORY IS MINE	I knew I'd win, and victory is sweet!
Enable all building spells	GIVE ME POWER	I now have the power to cast all spells! Hahahahaha!
Gain Gold	FILL THIS BAG	I'm rich! 10,000 Gold for me.
Heal all friendly heroes	RESTORATION	Everyone on my team is now fully healed!
Increase the selected hero's level	GROW UP	This hero gained levels!
Kill the selected unit	NOW YOU DIE	Die, sucker! Die, die, die!
Exit a multiplayer game but continue playing it alone	LEAVE ME ALONE	I'm going off to play by myself
Remove Wizards Guild spell range	CHEEZY TOWERS	Wizards Guild spells can be cast everywhere. Cool, dude!
Show the entire map	REVELATION	Now I can see everything. My kingdom is beautiful!

Effect = Desired effect from cheating

Code = What to type in to make the cheat occur—the codes are not case sensitive

Message = What is displayed on all player's screens when the cheat happens

STRATEGY GUIDE

DEVELOPER CREDITS

CHAPTER 6

*Styx and Stones are looking forward
to making your acquaintance in the
Majesty Expansion . . .*

Cyberlore Studios, Inc. is a game developer based in Northampton, Massachusetts. They have been making great games since 1992 and have the following published titles under their belt:

- *Majesty: The Fantasy Kingdom Sim*
- *Deadlock II: Shrine Wars*
- *Heroes of Might and Magic II: The Price of Loyalty*
- *WarCraft II: Beyond the Dark Portal*
- *Entomorph: Plague of the Darkfall*
- *Al-Qadim: The Genie's Curse*





Please pay a visit to www.cyberlore.com or www.majestyquest.com.

On the *Majesty* CD you can find a file called *CyberShoot.avi* that plays the company portraits in rapid succession.

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I would like to thank everyone at Cyberlore for making it a great place to work and a place where great work is done.

—JEM 2/6/00

INDEX

A

Abandoned Castle, 122

Abilities

- building, 29
- hero, 109–111
- monster, 163–164

Acid Bolt spell, 160

Actions, Combat/Noncombat,
244–245

Adept, 5, 10, 11, 75–76

Adolphus of Volencia, 43

Advanced quests, 181, 183, 189, 191,
194, 196, 198

Agrela, 10, 12, 47–48

Al-Qadim: The Genie's Curse, 254

Alliance force, 216

Allowed Armor, 72

Allowed Weapon, 72

Amulet of Teleportation, 111

Ancient Castle, 122

Ancient Stones force, 222

Andravus, 14–15

Andraxal-Kerlazor, 3–4

Andrevyll, Lantern of, 13

Animal behavior, 240

Animate Bones spell, 58

Animate Skeleton spell, 103

Anti-Magic Shield spell, 25, 58

Ardania, map of, 2

Ardanian history, 3–15

Armor attribute, 73

Artifice attribute, 73

Attack Flags, 23, 24, 25

Attack Multiple Foes ability, 109, 163
attacks

- and combat system, 242–243

- and Experience Points, 244–245

- types of, 72

- Attributes

- henchmen, 115–120

- hero, 73–74 (See also specific
heroes)

- monsters, 131 (See also specific
monsters)

Aura of Peace spell, 103

B

Ballista Tower, 29–30

Barbarian, 3–4, 5–6, 14, 76–78

Barren Waste quest, 169–170

Beginner quests, 167, 171, 187, 201,
212

behaviors

- hero, 238–240

- monster, 131, 240–242

Bell, 12, 112, 171–173

Bell, Book, and Candle quest,
171–173

Bellanus Orb, 13

Black Phantom, 13, 153–154

Blacksmith, 18, 19, 22, 30–31

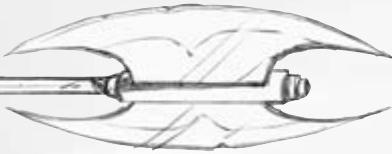
Blessing spell, 59

Bomber behavior, 240

Book of Law, Holy, 12, 112

Border Post force, 216

bounty, setting, 23–24, 25



Brashnard, 3, 13
Brashnard's Sphere Site, 122–123
Brashnard's Ultimate Sphere of Power quest, 173–176
Broken Alliance force, 216
Brotherhood of the Forge, 30
Build Anything cheat, 253
Building ability, 109
Building Spells, 57, 252
buildings. *See also* specific buildings
 casting spells on, 24, 57
 key to descriptions of specific, 28–29
 special skills associated with, 68–71
 statistics chart, 246–247
 strategies for constructing, 18–19,
 22, 28
 upgrading, 28, 29
Burning, Shard of, 113

C

calendar, Ardanian, 4
Call to Arms skill, 69
Camouflage spell, 103
Candle, 12, 112, 171–173
Caravan, 8, 21, 115–116
casting spells. *See* spells
castles, 122, 124, 125
Chalice. *See* Holy Chalice
Champions of Discord force, 216
Champions of Law force, 217
Change Shape spell, 104
chaos, god of, 10
Charm Monster spell, 104
charts
 building spell statistics, 252

building statistics, 246–247
 cheat codes, 253
 hero statistics, 248–249
 monster statistics, 250–251
cheat codes, 253
City Guard, 38, 116–117
city states, rise of, 4–6
Combat Experience points, 244–245
combat system, 242–243
combo tourney, 34
Combustion, Shard of, 113
Concealment ability, 163
Control Undead spell, 104
cost, building, 28
Cost attribute, 73
Council of Three force, 217
Creature Den, 123
creatures, Magic Resistant, 19, 73
credits, developer, 254–255
Critical Hit ability, 110, 164
Crown of Sydrian, 9, 112, 123,
 194–195
Crown Site, 123
Cullain, 8
Cultist, 12, 16, 78–80
Curse of the Varg force, 222–223
Cyberlore Studios, 254–255
CyberShoot.avi, 255
Cyclops, 15–16, 154–155

D

Daemonwood, 6, 14, 131–132
Damage, calculating, 243
Damage attribute, 74, 131
Dance of Madness force, 217



Dark Castle, 124
Dark Forest quest, 176–178
Dauros, 10, 12, 48–49
Day of Reckoning quest, 179–181
Deadlock II: Shrine Wars, 254
Deal with the Demon quest, 181–182
death, goddess of, 10
Deathwind force, 223
demo quest, 208–209
Destroy All Other Players victory condition, 236
Detonation, Shard of, 113
developers, game, 254–255
Difficulty level, quest, 167, 215
Dirgo the Cyclops, 15–16, 154–155
Discord, Warriors of, 16
Displacement, Shard of, 114
Dodge attribute, 34, 73
Dorva Stoneback, 4
Dragon, 6–7, 132–133, 203–205
Dragon King, 3, 4, 205–207
Dragon Lair, 124
Dragon Lords force, 223
Dragon Raiders, 233
Dragon Tomb, 124
Dragons Nest force, 223–224
Dragons Reach force, 224
Drain Life spell, 105
Dryad, 133–134
Dtar-Mordin, 4, 31
duration, game, 28, 166
Dwarf, 4, 9, 15, 19, 80–82
Dwarven Queen, 4
Dwarven Settlement, 31

E

Easter Egg, 73
Eastern Provinces, 46
economy, strategies for developing, 22, 42–43
Effect, spell, 102
Eldritch Circles force, 224
Electrical Fury spell, 161
Elf, 12, 16, 19, 82–83
Eliminate All Foes victory condition, 236
Elven Bungalow, 32
Elven Hideout, 125
Elven Treachery quest, 183–184
Enchant Wizards Tower skill, 69
Enchanted Forest force, 224
enemies, 167, 222–232
Energy Blast spell, 105
Enlightened Kingdoms force, 217
Entertaining ability, 110
Entomorph: Plague of the Darkfall, 254
Epic Quests, 166–168. *See also* free-style quests
Barren Waste, 169–170
Bell, Book, and Candle, 171–173
Brashnard's Ultimate Sphere of Power, 173–176
Dark Forest, 176–178
Day of Reckoning, 179–181
Deal with the Demon, 181–182
Elven Treachery, 183–184
Fertile Plain, 185–186
Forsaken Land, 187–188
Free the Slaves, 189–191

Hold off Goblin Hordes, 191–193
 Quest for the Crown, 194–195
 Quest for the Holy Chalice, 196–198
 Quest for the Magic Ring, 198–200
 Rescue the Prince, 201–202
 Slay the Mighty Dragon, 203–205
 Tomb of the Dragon King, 205–207
 Vampiric Revenge, 208–209
 Vengeance of the Liche Queen,
 209–211
 Wizard’s Curse, 211–214

Eternal Candle, 112

Evil Castle, 125

Evil Oculus, 15, 19, 134

Experience attribute

- heroes, 73, 244–245
- monsters, 131

Experience Points, 244–245

Expert quests, 173, 176, 179, 185,
 203, 206, 209

Exploding Aura spell, 161

Explore Flags, 23

Extortion skill, 22, 25, 70

F

Fairgrounds, 20, 33–34
 Farseeing spell, 59, 65
 Favorite Behavior, monster, 131.
 See also specific monsters
 Fertile Plain quest, 185–186
 Fervus, 10, 12, 49–50
 Feudal Lords force, 217
 Fire spells, 25, 60, 105, 106
 flags, 23–25
 Flame Shield spell, 106



Flowering Strangleweed, 15, 135
force pattern, 168
Force spell, 161
forces, quest, 167, 216–232
Forge, Brotherhood of the, 30
Forsaken Land quest, 187–188
Fortified Palace force, 218
Fountain, 22, 34–35
Four Corners force, 218
free-style quests

- contrasted with Epic Quests, 212
- forces
 - enemy, 222–232
 - player, 216–222
- starting/victory conditions, 235–236
- wandering monsters, 233–235

Free the Slaves quest, 189–191

Frontier buildings/forces, 40, 218,
 219

G

gambling, 12, 74
Gambling Hall, 35–36
game days, 28, 166
games

- multiplayer, 215, 236
- single-player, 166

Garuta, 4–5, 6, 7, 52

Gather Gold victory condition, 236

Gazebo, 36–37

Giant Rat, 136, 234

Giant Spider, 14, 136–137, 163

Gnome, 5, 7, 19, 37, 84–85

Gnome Hovel, 37

Goals, quest, 167



Goblin, 6, 137–138
Goblin Archer, 138
Goblin Camp, 125
Goblin Champion, 139
Goblin forces, 225–226
Goblin Hovel, 126
Goblin Priest, 14, 139–140
Goblin Scout, 233
gods, 10–12. *See also* Helia; Lunord
Gold
 and Gambling Hall, 36
 gathering, 19, 22, 24, 236
 spending, 28
 starting amount, 73, 167, 235
 and victory conditions, 236
Good King Teevus, 12–13
Gorgons, 6–7
Gorsha Blackhoof, 15
Gothic Overlord force, 226
gravestones, 64, 110
Graveyard, 126
Great Conflict force, 219
Greater Gorgons, 6–7
Greed attribute, 73
Grendar Broadbow, 43
grids, force pattern, 168
Grimoire Arcanus, 13
Grisnot tribe, 14
Grum-Gog, 6, 10, 14
Guardhouse, 22, 38–39
Guardian behavior, 240
Guild War force, 219
guilds
 Rangers, 16, 44–45, 92
 Rogues, 18, 22, 25, 45–46, 94
 Warriors, 16, 54, 97, 99

Wizards, 13, 15, 19, 24, 25, 54–55,
100

Gur-Mechina, Valley of, 4
Gwenella, 7

H

Hand to Hand attribute, 73

Hands of Steel spell, 106

Harpy, 6–7, 140–141, 233

Harvesting ability, 110

Haste, Shard of, 114

Healer, 12, 20, 25, 85–87

Healing Potion, 112

Healing spell, 60, 106

Health, Shard of, 114

Helia, 4, 5, 6, 10–11

Hell Bear, 141

Hellfire Mountains, 4, 5, 6

henchmen, 21, 25, 114–120

Hero Hunter behavior, 241

Hero key, 72–73

Hero Spells key, 102

heroes

 attributes, 73–74

 behaviors, 238–240

 key to descriptions of specific, 72–73

 naming/renaming, 21

 and Reward Flags, 23

 special abilities, 109–111

 and spells, 24, 102

 statistics chart, 248–249

 strategies for motivating, 20–21, 23,

 72

 and tournaments, 34



INDEX

Heroes of Might and Magic II: The Price of Loyalty, 254

Hidden Chalice Site, 126

Hidden Ring Site, 127

history, Ardanian

- emergence of humanity, 3–4
- rise of city states, 4–6
- age of Sydrian Knights, 6–10
- founding of new gods, 10–12
- period of unification, 12–13
- making of kingdoms, 14–16
- return of evil, 16

Hit Points, 28–29, 73, 121–122

Hold off Goblin Hordes quest, 191–193

Holy Bell, 12

Holy Book of Law, 12, 112

Holy Candle, 12

Holy Chalice

- and Ardanian history, 5, 7, 8, 9, 10–11
- location of, 112, 126
- quest for, 196–198

Home, hero, 72

Hooligan, 142

hotel. See **Inn**

Housing, 22, 39–40

Humans, 3–4, 9, 15

I

Illusionary Hero spell, 61

Immunity to Poison ability, 110, 164

incantations, 13

income, from buildings, 29. *See also Gold*

Inferno spell, 161

Inn, 22, 24, 40

Insect Swarm spell, 161

Intelligence attribute, 73

Introduction, quest, 167

Invisibility spell, 15, 25, 61

Iron Will spell, 107

Item Hunter behavior, 241

J

Journeying to Distant Lands ability, 110

Juleck, 16

K

K.A. (Kingdom Age) calendar, 4

keys

- building skills, 68
- building spells, 57
- buildings, 28–29
- Epic Quest, 167
- henchmen, 115
- hero spells, 102
- heroes, 72–73
- map location, 168
- monster lairs, 121–122
- monster spells, 160
- monsters, 131

King Teevus, 12–13

Kingdom Age calendar, 4

kingdoms

- history of emerging, 14–16
- strategies for facing other, 24–25

**Krolm**

- and Ardanian history, 3–4, 5, 10
- Rage of, 21, 71
- Temple to, 51

Krypta

- birth of, 10
- Priestess of, 12, 13
- Temple to, 51–52, 90

Kyra Rundelsnark, 4

L

lairs. See monster lairs**Land in Conflict force, 219****Land of Ruin force, 226****landscape, free-style quests, 235****Lantern of Andrevyll, 13****law, god of, 10****Law, Holy Book of, 12, 112****Law and Chaos force, 219–220****Leach spell, 161–162****Legion of Serpent Queen force, 227****letter code, force pattern, 168****Level Leach spell, 161–162****levels**

- for buildings, 28
- game difficulty, 167, 215
- for heroes, 244

Library, 13, 41–42**Liche Queen**

- description and attributes, 155–156
- and history of Ardania, 13
- Lair of, 127
- quest, 155, 209–211

life, goddess of, 10**Life and Death force, 220****Life Givers force, 220****Life Leach spell, 162****Lightning Bolt spell, 25, 62****Lightning Storm spell, 62****Looter behavior, 241****Looting Gravestones ability, 110****Lord of Pestilence, 10. *See also* Grum-Gog****Lormidia, 14–15****Loyalty attribute, 73****Luck attribute, 73****Lunord**

- children of, 6, 10, 11
- and Holy Chalice, 7, 8, 9, 10–11
- and rise of city States, 4–5, 6
- Temple to, 5, 11, 52–53

M

machine speed, and game duration, 28, 166**Madman, Makkat the, 11****Magic Bell, 112****Magic Items, 3, 111–114****Magic Mirror spell, 150, 162****Magic Resistance attribute, 19, 73****Magic Ring, 12, 112, 127, 198–200****Magic Sword of Sydrian, 113****Makkat the Wise, 11****Map Location key, 168, 215****maps, 2, 167, 168, 235****Market Day skill, 70****Marketplace, 22, 42–43****Meditation spell, 107****Medusa, 6–7, 143, 233****Melee attack, 72, 242**



INDEX

Melee tourney, 34
Merchant Prince force, 220
Meteor Storm spell, 107
Minions of Serpent Queen force, 227
Minotaur, 14–15, 143–144, 234
Minotaur Lords force, 227–228
Minotaur Raider, 234
Mirror spell, 150, 162
money-making. *See economy; Gold*
Monk, 12, 20, 87–88
monster lairs
choosing for free-style quests, 222
descriptions of specific, 122–130
key to descriptions of specific,
121–122
types of, 121
Monster Spell key, 160
monsters. *See also specific monsters*
and Ardanian history, 3, 6, 16
behaviors, 131, 240–242
key to descriptions of specific, 131
Special Abilities, 163–164
and spells, 160–163
statistics chart, 250–251
unique, 153, 167
wandering, 233–235
Monstrous Horde, 234
Moon God, 4. *See also Lunord*
Move Camp skill, 71
multiplier, cost, 28

Π

Ncrovale force, 228
Nether World, 10
Neutral Forces, 167

New Settlement force, 220–221
Night and Day force, 221
Noncombat Actions, 245
Northern Reaches, 7
numbering system, calendar, 4

O

Oculus. *See Evil Oculus*
Orb, Bellanus, 13

P

Palace
description/specifications, 43–44
and placement of Marketplace,
22, 43
upgrading, 18, 44
and victory conditions, 218, 235–236
Palace Guard, 117–118
Paladin, 16, 89–90. *See also Sydrian Knight*
Paralytic Gaze spell, 162
Parry attribute, 34, 74
Patroller behavior, 241
Peaasant, 18–19, 25, 118–119
Petrify spell, 63
Phantom. *See Black Phantom*
Planting ability, 111
player forces, free-style quest,
216–222
points. *See Experience Points; Hit Points*
poison, 74, 110, 111, 164
Poisoned Weapon ability/attribute,
74, 164



Power Shock spell, 107–108
prerequisites, building, 29
Priest. See Goblin Priest
Priestess, 12, 13, 90–92
Primary Attribute Type, hero, 72
Prince of Valmorgen, 201
Prince Quinn of Mayhew, 11
prison, 130
Protection, Ring of, 113
Pyrog the Shadowed, 15

Q

Queen of Lormidia, 14
Quest for the Crown, 194–195
Quest for the Holy Chalice, 196–198
Quest for the Magic Ring, 198–200
quests. *See also* Epic Quests; free-style quests
key to descriptions of specific, 167
multiplayer, 215, 236
single-player, 166
for specific Difficulty levels
 Beginner, 171, 187, 201, 212
 Advanced, 181, 183, 189, 191, 194, 196, 198
 Expert, 173, 176, 179, 185, 203, 206, 209
Quinn of Mayhew, Prince, 11

R

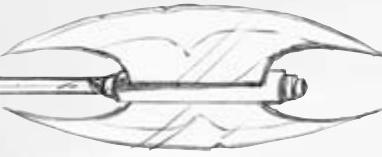
Radiate Energy spell, 162
Rage of Krohm skill, 21, 71
Raider behavior, 241
Rampage force, 228

Random setting, free-style quest, 216, 222, 233
Range attack, 72, 242
Range Distance, spells/weapons, 74, 102
Range tourney, 34
Ranged Attack attribute, 34, 74, 242
Ranger, 14, 16, 20, 92–93
Rangers Guild, 16, 44–45, 92
rat. *See* Giant Rat
Ratman, 144–145, 234
Ravenswood, Treaty of, 14
Re-Animate spell, 63
Rebirth ability, 111
Recharge Rate, for spells, 102
Regeneration ability, 164
Relentless ability, 164
religious factions, 10, 12
Rendishire, 4–5, 6
Rescue the Prince quest, 201–202
Resist Critical Hit ability, 164
Resist Magic spell, 108
Restrictions, building/quest, 29, 167
Resurrection spell, 64
Reward Flags, 23–24
Rezzenthell, 16
Ring, Magic, 12, 113, 127
Ring of Protection, 113
Robber behavior, 241
Roc, 146–147
Rock Golem, 145–146
Rogna Blood Axe, 3
Rogue, 16, 20, 94–95
Rogues Guild, 18, 22, 25, 45–46, 94
Royal Advisor, 16
Royal Gardens, 25, 46
Royal Tips, 29, 168

Rrongol the Hunter, 10, 156–157
 Ruined Altar, 128
 Ruined Keep, 128
 Ruined Shrine, 128
 Ruins of Lormidia force, 228–229
 Ruins of Sydria force, 229
 Rundelsnark, Kyra, 4
 Rust Spitter, 147

S

Scrylia, the Serpent Queen, 4, 6, 7, 227
 Serpent Shrines force, 229
 Sewer, 129
 Shard items, magic, 113–114
 Shared Border force, 221
 Shield, Anti-Magic, 25
 Shield of Light spell, 108
 Sight Range attribute, 29, 74
 single-player games, 166
 Six Winters' War, 6, 7
 Skeletal Hordes force, 229–230
 Skeleton, 52, 103, 148, 162, 234
 skills. *See also* Special Abilities;
 specific skills
 building, 68–71
 contrasted with spells, 68
 hero, 109–111
 strategies for using, 21
 Slave Cross, 129
 Slave Pits, 129
 Slay the Mighty Dragon quest, 203–205
 Sleeper Raider/Robber behavior, 242
 Solarus, 5, 11, 38, 95–97



Sorcerers Legacy force, 230
 sovereign, general advice for, 18
 Special Abilities
 hero, 72, 109–111
 monster, 131, 163–164
 Speed attribute, 74, 131
 speed selection, game, 28, 166
 Spell attack, 72
 Spell Book, 13, 114
 Spell Caster, 142
 Spell Casting ability, 111, 164
 spells. *See also* specific spells
 building, 57–68
 hero, 102–109
 master book of, 13, 114
 monster, 131, 160–163
 strategies for using, 21, 25, 57, 102
 Sphere, Brashnard's, 3
 spider. *See* Giant Spider
 Starting Forces, 167
 statistics
 building, 246–247
 building spell, 252
 hero, 248–249
 monster, 250–251
 Statue, 25, 47
 Stealing ability, 111
 Stone Skin spell, 64, 108
 Strangleweed, Flowering, 15
 strategies
 for constructing buildings, 18–19, 28
 for developing economy, 22
 for facing other kingdoms, 24–25
 for motivating heroes, 20–21, 72
 for using spells and skills, 21, 25, 57, 68



Strength attribute, 74
Summon spells, 162, 163
Sun Goddess, 4. *See also* Helia
Sun Orb, 5, 10–11
Sun Scorch spell, 65, 108
Super Charge spell, 65
Survive Specified Time victory condition, 236
Swamp Trolls force, 230
swords, magical, 9
Sydria, 229
Sydrian
 Crown of, 9, 15, 112, 123
 death of, 9–10
 Magic Sword of, 9, 113
Sydrian Knight, 6–10, 15, 16

T

Tarsival, 16
Tax Collector
 description/attributes, 119–120
 and Fountain, 34–35
 strategies for using, 21, 22, 25
Teevus, Good King, 12–13
Teleport spells, 109, 163
Teleportation, Amulet of, 111
templates, game, 215
Temples
 to Agrela, 47–48
 to Dauros, 48–49
 to Fervus, 49–50
 to Helia, 24, 50
 to Krolm, 51
 to Krypta, 51–52, 90

to Lunord, 5, 11, 52–53
strategies for constructing, 19
Ten Thousands Arrows War, 5, 6, 7
Thallis, 7
Theonus, 16
Tholar, 13, 15
Thought Process, hero, 72
time measurements, for games, 28, 166
Time of the Varg force, 230–231
tips. *See Royal Tips*
Tomb of the Dragon King quest, 205–207
Torin's Peak, 15, 29
Tournament, 34
Tower Prison, 130
Towers, 24, 29–30, 56
Tracking Window, 20
Trading Post, 22, 24, 53
Transfixion, Shard of, 114
treasury, 22
Treaty of Ravenswood, 14
Treldan Wood, 12
Troll, 6, 8, 149

U

undead, controlling, 104
unification, period of, 12
Unique Monsters, 167
Upgrade Armor/Weapon attributes, 74
Url Shekk, 10, 157–158

V

Valley of Dread force, 231–232
Valley of Gur-Mechina, 4
Valley of the Troll Kings force, 232
Valley of Woe force, 232
Valmorgen, 12–13, 15, 201
Vampire, 19, 150, 234
Vampiric Revenge quest, 208–209
Varg, 151, 222–223, 230–231
Vendral, 4, 6, 158–159
Vengeance of the Liche Queen quest, 209–211
Vermin Tide, 234–235
Veteran Guard, 120–121
vices, 12, 74
victory conditions, free-style quest, 235–236
Vigilance spell, 21, 66
Vines spell, 66
Vitality attribute, 74
Voice lines, 73

- Adept, 76
- Barbarian, 78
- City Guard, 117
- Cultist, 80
- Dirgo the Cyclops, 155
- Dwarf, 82
- Elf, 83
- Gnome, 83
- Healer, 87
- Liche Queen, 156
- Monk, 88
- Palace Guard, 118
- Paladin, 90
- Peasant, 119

Priestess, 92
Ranger, 93
Rogue, 95
Rrongol the Hunter, 157
Solarus, 97
Tax Collector, 120
Url Shekk, 158
Vendral, 159
Veteran Guard, 121
Warrior, 98
Warrior of Discord, 100
Witch King, 160
Wizard, 102
Vortex spell, 163

W

Wanderer behavior, 242
Wandering King, 7. See also Sydrian wandering monsters, 233–235
War Party behavior, 242
WarCraft II: Beyond the Dark Portal, 254
Warrior, 20, 97–98
Warrior of Discord, 16, 99–100
Warriors Guild, 16, 54, 97, 99
wars, 5, 6, 7, 25
Weapon Damage attribute, 74
weapons, upgrading, 74
Web site, Cyberlore Studios, 255
Werewolf, 151–152, 235
Wild Lands force, 221
Wilderness Settlements force, 221
Willpower attribute, 74
Wind Storm spell, 67
Winged Feet spell, 21, 67



- winning conditions, free-style**
- quests, 235–236**
- Witch King, 6, 7, 8, 9, 14, 159–160**
- Witch King Tower, 130**
- Wither spell, 68**
- Wizard**
 - description and attributes, 100–102
 - and history of Ardania, 3, 13, 14, 15, 16
 - strategies for using, 20
- Wizard Hold force, 222**
- Wizard's Curse quest, 211–214**
- Wizards Guild, 13, 15, 19, 24, 25, 54–55, 100**
- Wizards Tower, 24, 56**

Y

- Young Nobles force, 222**

Z

- Zombie, 152–153**